

# **NAUTICAL GAMES**

## NAUTICAL GAMES

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## NAUTICAL GAMES

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## NAUTICAL GAMES

# 1.1 PREFACE

What - a new training course, a new century? No, a new nautical game kit!

This nautical game kit is available for downloading in a new format on Scouting Nederland's home page. So we can say that there are a couple of new things for Scouting:

- \* A new nautical game kit;
- \* In a modern digital version;
- \* Downloadable from the Internet.

This kit has been created from the material and games which already existed as part of the Sea Scout programme. In addition to the contributors to previous editions of this kit, the following have contributed: the Sea Scout Programme Commission, the Nautical and Technical Commission, Sea Scout groups and individual contributors.

As well as collecting all the games, the Sea Scout Programme Commission has spent a considerable amount of time categorising all the games. Indexes have been added to the games to make it easier to sort them by age, location or nautical skill. Now it is very easy to develop a programme and select tailor-made games for a specific age group. It is possible, for instance, to find a game to develop a specific nautical skill. Games can, of course, also be selected just because they are fun to play.

In essence, the game kit has been developed to present in a simple way the connection between learning through play and the nautical skill related requirements of a game. At the same time, the games can be played without linking them directly to learning specific nautical skills. This makes the kit suitable not only for Sea Scouts but also for other Scouts who want to discover the fun of playing in and near water.

The Commission has tried to include something for everybody aged 7-17 years old. There are indoor and outdoor games, skill-based and recreational games, songs and games to learn about etiquette on land and on water.

It will not always be possible to play the games in exactly the way described. They will often need to be tailored to the size of the group, the number of crews or patrols, and the water or surroundings. However, most games have been tested for playability. We owe many thanks to all the groups which have co-operated in this.

Making this kit available digitally instead of on paper has the big advantage of making it easier to send upgrades in the future. How will we expand the number of games? We expect the leaders and the groups who use this kit to have even more creative ideas about how to help young people develop new knowledge, skills and attitudes through playful water activities. The Sea Scout Programme Commission would like to include these new games in this kit too. If you have any suggestions, please contact one of the members of the Sea Scout Programme Commission. E-mail:

[waterpost@lb.scouting.nl](mailto:waterpost@lb.scouting.nl)



# NAUTICAL GAMES

We hope that this kit will be a valuable addition to what is already available and that it will make a considerable contribution to the skill level of all the Scouts who play in and near water.

On behalf of all the members of Scouting Nederland, I would like to thank the Sea Scout Programme Commission for all its efforts in producing the first digital edition of this kit.

Sea Scout Programme Commission  
Rob Storm  
Senior Editor

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# NAUTICAL GAMES

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## NAUTICAL GAMES

# 1.2 HOW TO ORGANISE THE GAMES

Does playing games at the waterside with rowing boats, canoes and sailing boats give an added dimension to games and boating activities? The combination of boats and water offers many new game possibilities. Moreover, many traditional board games or outdoor games can be transformed into nautical games.

Organisers of water games have to bear some special points in mind:

- **Preparing games beforehand**
  - What are conditions like on the lake, in the fairway or in the channel?
  - Where would you like to run the game?
  - How busy is the shipping lane?
  - Which type of boat do you want to use in the game?
  - Are the players allowed to get wet?
  - What are the weather conditions and water temperature?
  - Which game should you choose?
  - How much time do you have?
  - How should you set the game up?
  - How many instructors are there?
- **Choosing games**
  - How experienced is the crew?
  - How can you involve all the members of the crew?
  - Can you adapt the game if the weather conditions change?
  - The time needed to play a game on water is 3 times the time needed to play the game on land.
  - Assess the risk of collision.
- **Scheduling games**
  - Make sure you have enough time.
  - Make sure the programme is progressive.
  - Don't play the same game for too long.
  - Take time to rest and drink plenty of liquid.
  - End the game session with an exciting game.
- **Organising Games**
  - Make sure you plan the programme well. A game organiser cannot walk across the water to correct a buoy!
  - Don't make the organisation too complicated.
  - Consider how to ensure that the players understand the rules of the game.
  - Establish a good communications system using signals with flags and balls and make sure that everybody understands the signals!



## NAUTICAL GAMES

- Communicate among the game organisers using well-functioning walkie-talkies.
- The game organiser needs a motor boat.
- Respect safety rules and have a special team or boat available with safety equipment.
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- **Explaining games**
  - The game organiser and instructors have to know the rules of the game very well.
  - Make the rules easy to understand.
  - Do a trial run.
  - Take time to answer questions.
  - Explain the signals to start and end the game and fix a meeting point.
  - Have an emergency signal, e.g. a black ball on a mast.
- 
- **Safety**

In boats:

  - Make sure the boats are unsinkable.
  - Have a rescue boat available with lifesaving equipment and dry clothes.
  - Play games on protected waterways (lakes/canals).

During the game:

  - Don't touch other people or other boats unnecessarily.
  - Sailing rules apply at all times.
  - Crews must stay together.

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## NAUTICAL GAMES

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## NAUTICAL GAMES

# 2.01 PIN THE TAIL ON THE DONKEY

**Skills:** Regulations - Lights and Daytime Signals

**Aim of the game:**

Learn the lights of boats, bridges and locks.

**Rules of the game:**

- Put a silhouette of a boat on the ground in front of the group.
- The leader calls out the light he/she wants to see.
- One player brings a coloured card and puts it in the right place on the silhouette to represent a boat's light.
- The leader calls out other lights and the players take turns in putting the coloured card on the silhouette.

**Variation:**

- Make a competition or relay race among the crews.
- Play the game blindfolded, with the crew members calling out instructions using nautical terms.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• A boat's silhouette for each crew</li><li>• Round coloured cardboard shapes</li></ul>
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## NAUTICAL GAMES

# 2.02 FIND THE FLAG

**Skills:** Regulations - Rights of Way

**Aim of the game:**

Avoid another boat, respecting nautical rights of way.

**Rules of the game:**

- For this board game, there are 2 teams, each comprising 2 or more crews of 6.
- Each player has a “Stratego” card, one of which is a flag - but nobody else knows where this flag is.
- Each team throws the dice in turn to move around the board.
- When different boats meet, they have to decide which has to give way.
- The game ends when one crew finds the other crew’s flag (among the cards).

**Variation:**

- A bomb, pirate ship or torpedo can be included.

<p><b>Number of players:</b> 2 teams of 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 120 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• “Stratego” board game</li><li>• 2 flags</li><li>• 40 cards: 5 big ships, 10 rowing boats, 2 small boats starboard side, 5 small boats sail over starboard side, 5 small boats sail over port side, 5 small motorboats left, 5 small motor boats right.</li></ul>
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## NAUTICAL GAMES

# 2.03 BINGO

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Learn the names of boat equipment.

**Rules of the game:**

- Each player has a score card with drawings of boat equipment in different squares.
- The caller has cards with the names of all the boat equipment.
- He/she reads out the cards one by one and players cover the relevant squares on their score card with blank squares.
- The winner is the player who covers all the squares on his/her score card first.

**Variation:**

- It is also possible to designate a winner after a completed row or column.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30-60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 score card for each player with 16 different pieces of boat equipment (all the cards are different)</li><li>• 16 blank square cards for each player</li><li>• 32 cards with the names of boat equipment for the caller</li></ul>
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## NAUTICAL GAMES

# 2.04 KIM'S GAME

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Co-operate within a team and develop one's memory.

**Rules of the game:**

- Place a lot of boat equipment, tools, food, etc. on the floor.
- The players look at the objects for one minute.
- Cover the objects with a sheet.
- Each player writes down everything he/she has seen on paper.

**Variation:**

- Instead of writing, the players represent the objects.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Different pieces of boat equipment, tools and food</li><li>• Sheet</li><li>• Stopwatch</li><li>• Pens and paper</li></ul>
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## NAUTICAL GAMES

# 2.05 Pictionary

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Learn the names of boat equipment.

**Rules of the game:**

- The players sit in rows behind a line.
- The first player runs to the other side of the room and receives a card with the name of a piece of boat equipment on it.
- He/she has 1 minute to draw it and the rest of the crew has to guess what it is.
- If nobody in that crew knows what it is, the other crew has an opportunity to guess it.
- Any player who knows the answer runs to a bell and rings it, before answering it. If the answer is correct, the crew wins a point.
- The second player then runs to the other side of the room to collect a new card and so on.
- The crew with the most points is the winner.

**Variation:**

- Start with simple things.
- Vary the game with different anchors and more complicated boat equipment.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Cards with the names of boat equipment</li><li>• Wallpaper</li><li>• Felt pens</li><li>• Stopwatch</li><li>• Bell</li></ul>
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## NAUTICAL GAMES

# 2.06 FASTEN THE SAIL

**Skills:** Knots

**Aim of the game:**

Learn to marl.

**Rules of the game:**

- All the crew members, except for one, are blindfolded.
- The crew tries to put the sail on the boom following instructions from the non-blindfolded crew member.
- The first one to complete the task is the winner.

**Variation:**

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• A sail with a boom and marline</li></ul>
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## NAUTICAL GAMES

# 2.07 BOAT DOMINOES

**Skills:** Regulations - Rights of Way

**Aim of the game:**

Learn about boat equipment.

**Rules of the game:**

- Distribute all the dominoes, except for one, to the players.
- The last domino is the starting stone.
- The player with a matching domino starts by placing it next to the starting domino and others follow.
- Before placing a domino in the correct position, each player has to explain its function.

**Variation:**

- It is also possible to make dominoes with boating regulations.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Dominoes with drawings and names of boat equipment</li></ul>
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## NAUTICAL GAMES

# 2.08 REGULATIONS QUARTET

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Try to collect quartets of related cards.

**Rules of the game:**

- Each player has 5-7 playing cards.
- One player asks one of the other players for a missing card in a specific category.
- If he/she receives this card, he/she can ask another person for another missing card.
- If unsuccessful in obtaining the card, the player who was asked for the card can ask for a card in return.
- The game is over when the quartets are complete and the winner is the player with the most quartets.

**Variation:**

- Before a player receives a card, he/she has to explain the drawing.
- Let the players make their own quartet cards.

<p><b>Number of players:</b> Minimum 3 players or teams</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Quartet cards in different categories:<ul style="list-style-type: none"><li>- Types of boats</li><li>- Boat equipment</li><li>- Safety equipment</li><li>- Lights</li></ul></li></ul>
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## NAUTICAL GAMES

# 2.09 PHOTOGRAPH THE LIGHTS

**Skills:** Regulations - Lights and Daytime Signals

**Aim of the game:**

Take photographs of different boat lights.

**Rules of the game:**

- The players go to a canal or river and take as many photographs as possible of sailing boats with lights.
- Make a presentation using the photographs to explain the regulations governing the use of lights on boats.

**Variation:**

- Make a quiz using the materials.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-13 years</p> <p><b>Place:</b> Busy sailing water</p> <p><b>Duration:</b> Preparation: 20 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 camera and film per crew</li><li>• Presentation materials</li></ul>
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## NAUTICAL GAMES

# 2.10 HINTS

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Learn the parts of boats and rigging.

**Rules of the game:**

- The leader shows one player at a time a word on a card.
- In turn, the players have to present the part of a boat or rigging shown on the card without speaking.
- Their other crew members have one minute to guess what it is.
- If they are unsuccessful, the other crews have the chance to guess.
- Correct answers score 5 points.
- The crew with the most points wins.

**Variation:**

- 2 crew members can work together to make the same presentation.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Cards with names of boats and rigging</li><li>• Drawing of a boat for each crew</li><li>• Pens and paper</li><li>• Egg timer or stopwatch</li></ul>
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## NAUTICAL GAMES

# 2.11 MEMORISE THE REGULATIONS

**Skills:** Regulations - Lights and Daytime Signals

**Aim of the game:**

Recognise lights on boats and at the waterside.

**Rules of the game:**

- Make a memory board game.
- Make cards with drawings of lights and other cards with texts explaining what the lights mean.
- Lay the cards face down on a table.
- In turn, the players turn over a card and try to find the other card which goes with it.

**Variation:**

- Players pick up only one card and explain what it means.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 45 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Paper</li><li>• Coloured pens</li><li>• Coloured cardboard</li><li>• Scissors</li><li>• Ruler</li></ul>
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## NAUTICAL GAMES

# 2.12 SIGNALS ASHORE

**Skills:** Regulations - Signals

**Aim of the game:**

Learn signals.

**Rules of the game:**

- Indoors or on a big ship, place stools in random places.
- The players are blindfolded and stand at one side of the room or deck.
- The captain uses a horn to try and bring the players to the other side without colliding with any stools.

**Variation:**

- Draw a line on the floor. The blindfolded players have to follow the line by listening to the horn.
- Each corner of the room is a harbour. Bring the players from harbour to harbour using the horn.

<p><b>Number of players:</b> 5-20</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Stools</li><li>• Blindfolds</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 2.13 COMPASS AND MAP SAILING

**Skills:** Boating Courses

**Aim of the game:**

Bring your boat from A to B without touching any obstacles.

**Rules of the game:**

- On the map there is a grid with co-ordinates. The wind direction, obstacles, harbours and shallow lakes are marked on the map.
- The players go from A to B on the map with a little paper boat of their own colour.
- Each player throws the dice in turn to determine how many steps to make and “sails” with the wind if possible, avoiding the obstacles.
- Any boat which touches an obstacle misses a turn.

**Variation:**

<p><b>Number of players:</b> 3 players or teams</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Tables</p> <p><b>Duration:</b> Preparation: 20 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Map</li><li>• 3 dice</li><li>• Coloured paper boats</li></ul>
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## NAUTICAL GAMES

# 2.14 BUOYS

**Skills:** Regulations - Naval Signs

**Aim of the game:**

Place buoys in the correct positions on a board.

**Rules of the game:**

- Make a game board with, for example, a canal, lake, harbours and a river marked on it.
- The players discuss the correct positions for the buoys and the reasons for the position.
- When they have finished placing the buoys, the coach assesses the results.

**Variation:**

- Use not only buoys, but also other regulation boards at the waterside.
- Use a nautical chart instead of a game board.

<p><b>Number of players:</b> 3 players or teams</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors on a table</p> <p><b>Duration:</b> Preparation: 1 hour Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Nautical chart or game board</li><li>• Several buoys or nautical regulation boards</li></ul>
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## NAUTICAL GAMES

# 2.15 LIVING KNOT

**Skills:** Co-operation

**Aim of the game:**

Prevent a "water giant" from carrying off a victim.

**Rules of the game:**

- The players are on one side of the playing area and the "water giant" is on the other side
- The "water giant" calls the name of the person whom he/she would like to catch.
- Upon a signal, everybody holds hands and runs to the other side, protecting the chosen person from the "water giant".

**Variation:**

<p><b>Number of players:</b> 8-16</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors or outdoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 ropes on each side of the playing area</li></ul>
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## NAUTICAL GAMES

# 2.16 WHEEL OF FORTUNE

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Learn about boat equipment and rigging.

**Rules of the game:**

- Spin the wheel.
- When it stops at the name of a part of a boat or rigging, mark on the drawing of the boat the place where you can find this equipment.

**Variation:**

- Show the equipment.

<p><b>Number of players:</b> 6 or more</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• A wheel with the names of boat equipment and rigging</li><li>• A drawing of a boat and rigging</li></ul>
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## NAUTICAL GAMES

# 2.17 SAFETY ON BOARD QUIZ

**Skills:** Safety

**Aim of the game:**

Learn about safety issues.

**Rules of the game:**

- Each crew prepares 5 questions about safety rules and materials.
- Compare the questions to make sure that they are not the same (if they are, make new questions).
- One player in each crew is the quiz master, responsible for asking the questions.
- Crew A asks crews B, C, and D a question.
- If anybody knows the answer, he/she runs to the bell and rings it. If the answer is correct, he/she wins one point. If nobody knows the answer, crew A gives the answer.
- When crew A has asked its 5 questions, then crew B asks its questions, and so on.

**Variation:**

- The staff can add some difficult questions.
- There is one central quiz master.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Ship's bell</li><li>• Paper</li></ul>
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## NAUTICAL GAMES

# 2.18 MAKE A MODEL FROM A NAUTICAL CHART

**Skills:** Regulations - Naval Signs

**Aim of the game:**

Learn the rules on canals, lakes, etc.

**Rules of the game:**

First part of the day:

- The crews go to a part of the sailing area and collect information about the following items:
  - Depth of the fairway
  - Position of the buoys
  - The harbour lights
  - The vegetation
  - Buildings

Second part of the day

- The crews make a model from a nautical chart with the information they have collected.

**Variation:**

- The crews make one model all together.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors and lake</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 boat for each crew</li><li>• Equipment to measure depth</li><li>• Nautical charts</li><li>• Material to make models</li></ul>
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## NAUTICAL GAMES

# 2.19 RIGHTS OF WAY

**Skills:** Regulations - Rights of Way

**Aim of the game:**

Learn to read a map and make your own.

**Rules of the game:**

- Each player has 4 cards indicating rights of way.
- In the middle of a table, there is a map with a description of 3 situations.
- The players put their cards on the map in turn, without talking!
- They have a chance to look at everything and change anything if they want to.
- The leader assesses the result.

**Variation:**

- Each player holds the cards so that the other players cannot see them.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 1 hour (once) Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Descriptions of 3 situations, involving rights of way</li><li>• 4 cards with rights of way written on them</li></ul>
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## NAUTICAL GAMES

# 2.20 FILL IN A NAUTICAL CHART

**Skills:** Regulations - Naval Signs

**Aim of the game:**

Fill in a blank nautical chart.

**Rules of the game:**

- Each crew has a copy of a nautical chart with a blank area on it.
- The crews go out in a boat and collect the missing information.

**Variation:**

- Give the crews a completely blank nautical chart and let them fill it in.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 90 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 boat for each crew</li><li>• Copies of a nautical chart</li></ul>
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## NAUTICAL GAMES

# 2.21 BOAT EQUIPMENT QUARTET

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Collect as many quartets as you can.

**Rules of the game:**

Play happy families:

- Each crew member has 7 cards and asks for another card from a specific category.
- When he or she has 4 cards in the same category, it is a quartet.
- The winner is the person with the most quartets.

**Variation:**

- The players can make their own cards.

<p><b>Number of players:</b> 6 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Cards - 8 quartets of nautical categories.</li></ul>
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## NAUTICAL GAMES

# 2.22 ROWING ASHORE

**Skills:** Rowing, Rowing Commands

**Aim of the game:**

Give correct rowing commands and do rowing manoeuvres in accordance with commands.

**Rules of the game:**

- Each crew comprises 4 rowers and a helmsman.
- The crews make rowing boats using benches and broomsticks.
- The leader tells a story about a trip in a rowing boat on a river. It involves passing another boat, going into a harbour, etc.
- The helmsmen give their crews rowing commands to do the manoeuvres in the story.
- The crews do the correct manoeuvres.
- Are they good listeners and do they co-operate well?

**Variation:**

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 benches per crew</li><li>• Broomsticks</li></ul>
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## NAUTICAL GAMES

# 2.23 DOMINO RIGGING

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Put the dominoes in the right order and try to lose your own dominoes as quickly as possible.

**Rules of the game:**

- Make dominoes with the names of actions involving rigging on them, e.g.:
  - put the bench in the boat
  - hoist the mainsail
  - hoist the jib
  - make fast the mainsheet.
- Give each player 5 dominoes.
- Place one domino in the middle of the table.
- The first player puts a stone in the correct position. If he or she does not have the right domino, he or she has to take a new domino.
- The leader gives information to ensure that the dominoes are positioned correctly.

**Variation:**

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 set of dominoes for each crew</li></ul>
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## NAUTICAL GAMES

# 2.24 TRIVIAL PURSUIT

**Skills:** Miscellaneous

**Aim of the game:**

Complete a puzzle by collecting pieces from each category.

**Rules of the game:**

- Make a board game like "Trivial Pursuit".
- Each crew starts in the middle of the board and tries to move forward by answering questions in each category.
- If a crew gives the correct answer, it has a second go.
- When a crew reaches a corner, it receives a difficult question.
- For each correct answer, the crew receives a piece of puzzle in its special colour.
- The winner is the crew which completes the puzzle first.

Examples of "Trivial Pursuit" categories:

- Navigation
- Map and compass
- Parts of boats and rigging
- Nature and environment
- Safety rules
- Scout skills
- Rope and sail work

**Variation:**

- Crews play in different directions.
- Each crew has its own dice; if it gives a wrong answer, it moves back to the previous category.



## NAUTICAL GAMES

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 "Trivial Pursuit" puzzle per crew</li><li>• Dice</li><li>• Pawns</li><li>• Questions in 6 categories</li></ul>
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## NAUTICAL GAMES

# 2.25 I LEAVE ... AND TAKE WITH ME

**Skills:** Miscellaneous

**Aim of the game:**

Remember what other people tell you.

**Rules of the game:**

- The players sit in a circle.
- One player starts by saying: "I got into the boat and wanted to sail away, so I started to clean the boat".
- The second player says: "I got into the boat and wanted to sail away, so I started to clean the boat. I took the mainsail out of the sailing bag".
- The third player continues the story from the beginning.
- Etc.
- The actions in the story have to be correct.

**Variation:**

- There are many possible variations.
- Change the beginning of the story, e.g. "The boat lay at anchor ..."; "I wanted to sail into the harbour, but I saw..."

<p><b>Number of players:</b> 6 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 1 minute Game: 1 hour</p>	<p><b>Materials:</b></p>
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## NAUTICAL GAMES

# 2.26 KIM'S GAME WITH KNOTS

**Skills:** Knots

**Aim of the game:**

Learn knots.

**Rules of the game:**

- Each player is blindfolded.
- Each player has a rope with a knot tied in it.
- Each player feels the knot and then passes the rope to the nearest person.
- Continue until the players have felt all the knots.
- At the end, each player removes the blindfold and writes down as many knots as he or she can remember.

**Variation:**

- Tie knots whilst blindfolded.

<p><b>Number of players:</b> 3 or more</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 rope per person</li><li>• 1 blindfold per person</li></ul>
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## NAUTICAL GAMES

# 2.27 KEY RING

**Skills:** Knots

**Aim of the game:**

Make your own key ring.

**Rules of the game:**

- Each player has small rope 1-1.5m long.
- Each player makes a key ring using different knots.

**Variation:**

- Indicate special knots to be used.

<p><b>Number of players:</b> 1 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors or on a boat</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rope 1-1.5m long, made of 3mm nylon</li><li>• Metal key rings</li></ul>
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## NAUTICAL GAMES

# 2.28 WEATHER STORY

**Skills:** Weather

**Aim of the game:**

Tell your own weather story.

**Rules of the game:**

- Each player tells a story about a trip in different weather conditions.
- The other players act out the weather conditions, such as swaying in the wind, lying down in the sun, etc.

**Variation:**

- Each player tells one part of the story.

<p><b>Number of players:</b> 3 or more</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Indoors or campfire</p> <p><b>Duration:</b> Preparation: 2 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p>
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## NAUTICAL GAMES

# 2.29 WEATHER LOGBOOK

**Skills:** Weather

**Aim of the game:**

Learn how to use a weather logbook and make a weather forecast.

**Rules of the game:**

- The leader gives some information about weather conditions.
- Each player has a small notebook and writes down the weather conditions during several days at camp.
- Each evening, the crew examines the weather conditions and discusses how to make the most accurate weather forecast.
- Each day the crew makes a weather forecast.
- Each evening, the leader gives some useful information to help the players learn.

**Variation:**

- During one month, make a weather forecast at each crew meeting.

<p><b>Number of players:</b> 1 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 1 hour Game: 30-60 minutes per day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 notebook per player</li><li>• Materials to illustrate different weather conditions</li></ul>
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## NAUTICAL GAMES

# 2.30 CANOE MATCH

**Skills:** Manoeuvring

**Aim of the game:**

Manoeuvre in order to score the most goals.

**Rules of the game:**

- Get the ball in the goal using a canoe and paddle.
- You can only use the paddle to move the ball.

**Variation:**

- Use a Canadian canoe and work as a team.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Big ball</li><li>• 2 goal posts</li><li>• 4 buoys</li><li>• 4 anchors</li><li>• Single canoes or Canadian canoes</li><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 2.31 WATER COURSE

**Skills:** Miscellaneous

**Aim of the game:**

Carry water successfully over obstacles.

**Rules of the game:**

- Make an obstacle course with benches, ropes, sails, etc.
- Carry water over the obstacles to the other side.
- To carry the water:
  - use a balloon filled with water carried between 2 skewers
  - wear large boots (e.g. size 47)
  - wear a wetsuit
  - use a garden hose
  - use a flower box
  - carry water in a plastic cup between two people
  - etc.
- The crew which transports the most water is the winner.

**Variation:**

The water is carried by one player or two together.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Materials to make obstacles</li><li>• Containers for water</li></ul>
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## NAUTICAL GAMES

# 2.32 SMUGGLING ASHORE

**Skills:** Miscellaneous

**Aim of the game:**

Smuggle objects from harbour to harbour.

**Rules of the game:**

- There are 4 harbours with a crew in each:
  1. New York (with a blue light and contraband marked blue destined for Amsterdam and Tokyo).
  2. Amsterdam (with a red light and contraband marked red destined for New York and Tokyo).
  3. Tokyo (with a green light and contraband marked green destined for Amsterdam and New York).
  4. Customs
- Upon a signal, the players try to smuggle the contraband to its intended destination.
- The customs officers try to catch the smugglers and take the contraband.
- At the end of the game, the crew which has successfully delivered the most contraband is the winner.

**Variation:**

Ideas for different situations, age groups or material

<p><b>Number of players:</b> 4 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparations: 30 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Lights coloured blue, red and green</li><li>• Contraband marked blue, red and green</li></ul>
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## NAUTICAL GAMES

# 2.33 CATCH

**Skills:** Miscellaneous

**Aim of the game:**

Get some exercise after sitting for a long time in a boat.

**Rules of the game:**

- One player tries to catch another person
- When 2 players hold each other, they are safe and cannot be caught.

**Variation:**

- The players stand hand-in-hand in 4 rows.
- A cat and a mouse run between the rows.
- Upon a signal, everybody turns to the right.

<p><b>Number of players:</b> 15 - 40</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 2.34 HOLD ON

**Skills:** Miscellaneous

**Aim of the game:**

Get some exercise after sitting for a long time in a boat.

**Rules of the game:**

- Divide the playground into 4 areas.
- Each crew is based in one area.
- Crew 1 throws a stick, or another object which does not roll, into another area.
- Crew 1 has 30 second to pick up the people in the area where they threw the stick and carry them back to their area.
- The next crew throws a stick, etc.
- At the end of the game, the crew whose area has the most people in it is the winner.

**Variation:**

<p><b>Number of players:</b> 4 crews of 6 players</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Stick</li><li>• Whistle</li><li>• Watch</li></ul>
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## NAUTICAL GAMES

# 2.35 TYING LIQUORICE LACES

**Skills:** Knots

**Aim of the game:**

Make a knot and eat it.

**Rules of the game:**

- Each player has a liquorice lace.
- The leader announces which knot to make.
- If the knot is correct, you can eat it!

**Variation:**

<p><b>Number of players:</b> 3 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Lots of liquorice laces.</li></ul>
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## NAUTICAL GAMES

# 2.36 SAILING MATCH

**Skills:** Wind Direction

**Aim of the game:**

Learn sailing tactics.

**Rules of the game:**

- On a game board there are squares showing a lake with buoys, canals, islands and a compass card.
- Indicate the wind direction.
- Each crew has a pawn as a boat.
- Boats can sail horizontally and vertically, but never into the wind.
- The players throw the dice and go on a course from one buoy to another.

**Variation:**

- Use a draught board.
- When the crew throws a 6 on the dice, it can change the wind direction.

<p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Game board with compass card</li><li>• Pawns</li><li>• Dice</li></ul>
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## NAUTICAL GAMES

# 3 CANOEING GAMES

[3.01 Whale Hunt](#)

[3.02 Steal the Flag](#)

[3.03 Hide the Ring](#)

[3.04 Canoe Relay Race](#)

[3.05 Basketball](#)

[3.06 Blowing in the Wind](#)

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[3.08 Save your Balloons](#)

[3.09 Limbo](#)

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[3.11 Steal the Flag](#)

[3.12 Collect the Flags](#)

[3.13 Canoe Football](#)

[3.14 Canoeing Formations](#)

[3.15 Canoeing Courses](#)

[3.16 Throw Water Balloons](#)

[3.17 Wimbledon](#)

[3.18 Tow Gold Bars](#)

[3.19 Catamaran](#)

[3.20 Environmental Disaster](#)

[3.21 Chair Dancing](#)

[3.22 Throw the Ball](#)

[3.23 Korfball](#)

[3.24 Nail in a Bottle](#)

[3.25 Triathlon](#)

[3.26 Bombing](#)

[3.27 Catch the Egg](#)

[3.28 Eat the Cookie](#)

[3.29 Tow the Air Mattress](#)

[3.30 Hockey in the Water](#)



## NAUTICAL GAMES

# 3.01 WHALE HUNT

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Catch the whale and “harpoon” it with skewers.

**Rules of the game:**

- A motorboat pulls a polystyrene foam raft, representing the “whale”, behind it from one side of a canal or lake to the other among the canoes.
- Each crew has skewers in different colours.
- When the motorboat passes, the players try to harpoon the whale with skewers.
- The crew which sticks the most skewers in the whale wins.

**Variation:**

- Each canoe has a whale attached to it and tries to prevent it from being harpooned by the others.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 15-20 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Skewers in different colours</li><li>• Polystyrene foam raft and line</li><li>• Motorboat</li></ul>
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## NAUTICAL GAMES

# 3.02 STEAL THE FLAG

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Collect as many flags as possible from the other canoes.

**Rules of the game:**

- Each crew has a flag in its own colour behind the canoe and 2 extra flags.
- Each crew tries to take the flag from another canoe.
- When a crew loses its flag, it takes a new one and puts it behind the canoe.
- The crew with the most flags is the winner.

**Variation:**

- Go back to the harbour to collect a new flag.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 15 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• 3 flags for each canoe</li></ul>
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## NAUTICAL GAMES

# 3.03 HIDE THE RING

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Put a stick through a ring.

**Rules of the game:**

- There are 2 players in each canoe.
- The person at the back paddles and the one in the front holds a stick and tries to put it through a ring suspended over the water on a line between 2 posts or trees.
- Anyone who misses the ring has water thrown at him or her by the observers at the water side!

**Variation:**

- Time each canoe.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 6 minutes per canoe</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Small ring on a line</li><li>• Stick</li><li>• Buckets of water</li></ul>
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## NAUTICAL GAMES

# 3.04 CANOE RELAY RACE

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Complete the course as quickly as possible.

**Rules of the game:**

- From the starting line, make a slalom around the buoys.
- Stop at a car tyre on a line. One of the crew members has to climb through the tyre.
- Pick up a ball and throw it in a bucket.
- In the canoe, go under a line suspended over the water.
- At the last post, hit a pan with a spoon.

**Variation:**

- Make a “Le Mans” start, by running and jumping into the canoes.
- Start with 2 canoes at the same time.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 60-120 minutes, depending on the number of canoes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Buoys</li><li>• Car tyre</li><li>• Ball</li><li>• Bucket</li><li>• 2 lines</li><li>• Spoon</li><li>• Pan</li><li>• Stopwatch</li></ul>
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## NAUTICAL GAMES

# 3.05 BASKETBALL

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to score the maximum number of points.

**Rules of the game:**

- 2 teams with the same number of canoes try to throw the ball into the other team's basket.
- The canoe with the ball has to stop and has 5 seconds to throw the ball.
- It is only allowed to throw the ball using one's hands, not with the paddle.
- Avoid having too many canoes in the same place.
- The team with the most points is the winner.

**Variation:**

<p><b>Number of players:</b> 2 or more crews in 2 teams</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• 2 baskets</li><li>• Ball</li><li>• 2 lines and anchors</li><li>• Whistle for the umpire</li></ul>
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## NAUTICAL GAMES

# 3.06 BLOWING IN THE WIND

**Skills:** Manoeuvring, Wind

**Aim of the game:**

Collect as many ping-pong balls as possible.

**Rules of the game:**

- Throw numbered ping-pong balls on the water and let the wind blow them away.
- Each crew tries to collect as many balls with the highest number of points as possible.
- The crew with the most points wins.

**Variation:**

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 20 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Ping-pong balls with numbers on them</li></ul>
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## NAUTICAL GAMES

# 3.07 BALLOON DANCING

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to prick the balloons belonging to other canoes.

**Rules of the game:**

- Each canoe has a balloon attached to it on a line.
- Crews try to prick each others' balloons.
- Any crew which loses its balloon, goes back to the harbour to collect a new one.
- Count how many times the canoes come back to collect new balloons.
- The winner is the crew which loses the fewest balloons.

**Variation:**

- Letters can be put inside the balloons and players can make words using the letters they collect.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Balloons on a line</li><li>• Poles with skewers on the end</li></ul>
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## NAUTICAL GAMES

# 3.08 SAVE YOUR BALLOONS

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to save your balloon.

**Rules of the game:**

- Each canoe has a line with 6 balloons attached behind it.
- Each crew has its own colour.
- The players try to prick the other crews' balloons.
- The crew which saves the most balloons wins.

**Variation:**

- Count the number of balloons after 5, 10 and 15 minutes.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Coloured balloons (6 x the number of canoes)</li><li>• Cocktail stick or skewer on a pole per crew</li></ul>
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## NAUTICAL GAMES

# 3.09 LIMBO

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Do a limbo dance under a line or stick as many times as possible.

**Rules of the game:**

- Suspend a line or stick over the water.
- The canoes pass under the line and the crews pass over it.
- After all the canoes have passed, raise the line up.
- Crews which miss the line are out of the game.

**Variation:**

- Canoes and crews pass under the line.
- Lower the line or stick each time all the canoes have passed under it.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Line or stick over the water</li></ul>
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## NAUTICAL GAMES

# 3.10 ORIENTEERING

**Skills:** Boating Courses

**Aim of the game:**

Try to find your way back from an unknown place using a compass.

**Rules of the game:**

- Start by presenting the map and compass.
- Use a tug boat to pull the canoes with blindfolded crews to an unknown place.
- They have to find their own way back using the map and compass.

**Variation:**

- Do the game in the dark with older Scouts.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 15 minutes Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Compass</li><li>• Map</li><li>• Tug boat</li></ul>
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## NAUTICAL GAMES

# 3.11 STEAL THE FLAG

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to find a treasure flag and bring it to a special place, avoiding the customs officers.

**Rules of the game:**

- Place a flag somewhere on the edge of a lake.
- The crews try to find it as quickly as possible and bring it to a special place.
- The staff boat is “customs” and tries to catch the canoes.
- When the staff boat catches a canoe 3 times, it loses a paddle.

**Variation:**

- Make a treasure map instead of a flag.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Flag</li></ul>
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## NAUTICAL GAMES

# 3.12 COLLECT THE FLAGS

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Collect flags from other canoes.

**Rules of the game:**

- Each crew has its own coloured flag and a balloon attached behind the canoe on a string (it's your life!)
- The crews have to bring the flag to a safe place.
- Upon a signal, the game starts.
- When the crews meet another canoe, they try to burst its balloon and take its flag.
- If they lose their own balloon, they have to go to a point in the harbour and collect a new balloon.

**Variation:**

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Flags in different colours</li><li>• Balloons on strings</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 3.13 CANOE FOOTBALL

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to score goals.

**Rules of the game:**

- In the playing area, 2 teams each have their own goals.
- Try to score goals with a large beach ball.
- Use only the paddle to throw the ball.

**Variation:**

- Change the teams after scoring 3 goals.
- Play between 2 canoes.

<p><b>Number of players:</b> 2 or more crews in 2 teams</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 x 15 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Beach ball</li><li>• Floating goal posts</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 3.14 CANOEING FORMATIONS

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Make a formation with canoes.

**Rules of the game:**

- On cards there are drawings of different formations.
- Make 2 teams.
- Try to make the formation with your team before the others.

**Variation:**

- Instead of using drawings, play music and make formations to fit the music.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Cards with drawings of formations</li><li>• Music</li></ul>
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## NAUTICAL GAMES

# 3.15 CANOEING COURSES

**Skills:** Boating Courses

**Aim of the game:**

Canoe round a set course.

**Rules of the game:**

- At the edge of a lake, there are boards with letters on them; A,B,C etc.
- Each crew receives instructions to canoe from A to C to K and so on.

**Variation:**

- Give instructions to canoe backwards.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Pole</li><li>• Boards with A, B, C, etc. on</li><li>• Cards with instructions on how to canoe</li></ul>
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## NAUTICAL GAMES

# 3.16 THROW WATER BALLOONS

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Throw as many balloons into another canoe as possible.

**Rules of the game:**

- Each crew receives a couple of water balloons and instructions stating in which canoe it should throw the balloons.

**Variation:**

- Place buckets on the shore and throw the balloons into a bucket as you canoe past.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 20 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Water balloons</li><li>• Buckets</li><li>• Cards with instructions on</li></ul>
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## NAUTICAL GAMES

# 3.17 WIMBLEDON

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Throw balls into a rubber boat, from which the leader tries to hit them with a tennis racket.

**Rules of the game:**

- The crews, in canoes, try to throw balls into a rubber boat.
- The leader holds a tennis racket and tries to hit the balls.

**Variation:**

- Each canoe has balls in its own colour.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Balls</li><li>• Tennis racket</li><li>• Rubber boat</li></ul>
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## NAUTICAL GAMES

# 3.18 TOW GOLD BARS

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Try to collect as much gold as possible.

**Rules of the game:**

- The canoes each have a car tyre attached behind them on a rope. There is a plank on top of each tyre and gold bars (bottles) standing on the plank.
- The crews try to save their own gold, but steal the gold from the other canoe crews.
- Stolen gold is added to one's own plank.

**Variation:**

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Car tyres on a rope</li><li>• Planks</li><li>• Gold bars (bottles)</li></ul>
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## NAUTICAL GAMES

# 3.19 CATAMARAN

**Skills:** Co-operation

**Aim of the game:**

Make a catamaran using two canoes.

**Rules of the game:**

- Attach two canoes using pioneering poles.
- Make a mast on the “catamaran” with a boom and a gaff.
- Make a sail from a sheet.

**Variation:**

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 15 minutes Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• 6 pioneering poles for each 2 canoes</li><li>• Sheets</li><li>• Ropes</li></ul>
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## NAUTICAL GAMES

# 3.20 ENVIRONMENTAL DISASTER

**Skills:** Miscellaneous

**Aim of the game:**

Collect as much rubbish as possible.

**Rules of the game:**

- A "poison-ship" spills a lot of corks in different colours into the lake.
- Each colour has a different number of points, e.g.: red = 10, purple = 9, blue = 8, etc.
- In 30 minutes, collect as many corks as you can.

**Variation:**

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Corks in different colours</li></ul>
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## NAUTICAL GAMES

# 3.21 CHAIR DANCING

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Stay in the game as long as you can.

**Rules of the game:**

- Behind each canoe there is a buoy, except for one canoe which does not have a buoy.
- The canoes go around.
- Upon a signal, each canoe tries to get to a buoy.
- The canoe without a buoy wins a point.
- The canoe without any points at the end of the game is the winner.

**Variation:**

- Take one buoy out of the water each time.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Buoys</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 3.22 THROW THE BALL

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Let as many canoes as possible pass the 4th base.

**Rules of the game:**

- Mark out a playing area with buoys and a “fire buoy”.
- There are 2 teams: 1 is the fielding team and 1 is the throwing team.
- The first crew throws the ball as far as it can into the playing area and starts canoeing to the first base, where it holds the buoy.
- The fielding team picks up the ball and throws it to the “fire buoy”.
- If the throwing canoe arrives late at the first base, it is out.
- The teams change if the first team is out 3 times.

**Variation:**

<p><b>Number of players:</b> 4 or more canoes in 2 teams</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 4 x 15 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• 4 buoys</li><li>• Car tyre to be the “fire buoy”</li></ul>
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## NAUTICAL GAMES

# 3.23 KORFBALL

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Throw a ball into a basket as many times as possible.

**Rules of the game:**

- Mark out a playing area with buoys and place a floating basket in the middle.
- The crews try to throw balls into the basket.
- The staff crew (in its own canoe) tries to keep the balls out of the basket using paddles.
- One person with a motor boat (or a swimmer) throws the balls back to the canoes.

**Variation:**

- Make 2 teams.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Balls</li><li>• Floating basket or car tyre</li></ul>
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## NAUTICAL GAMES

# 3.24 NAIL IN A BOTTLE

**Skills:** Boating Courses

**Aim of the game:**

Try to put a nail in a bottle using a paddle.

**Rules of the game:**

- There are 2 players in each canoe.
- The front player has a paddle with a nail attached to it by a rope;
- There is a bottle on a pole in the water.
- Each crew goes up to the bottle and tries to put the nail in the bottle.

**Variation:**

- Play with 2 teams in a relay race.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Bottles</li><li>• Nail on a rope</li><li>• Buoys</li></ul>
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## NAUTICAL GAMES

# 3.25 TRIATHLON

**Skills:** Co-operation

**Aim of the game:**

Complete a course as quickly as possible

**Rules of the game:**

- Start by running 50m on an island.
- Jump into the canoe in the water and canoe 100m.
- At a buoy, jump into the water and swim 50m with the canoe on a rope.

**Variation:**

- Start in 2 teams and time how long it takes to complete the course.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Buoys</li><li>• Start line</li><li>• Stopwatch</li></ul>
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## NAUTICAL GAMES

# 3.26 BOMBING

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Throw as many "bombs" as possible.

**Rules of the game:**

- There are 2 players and a ball in each a canoe.
- Paddle to the other side of the water using only your hands.
- Throw the ball into the bucket.
- Go back to the starting point and pick up another ball.

**Variation:**

- Each player has a ball.

<p><b>Number of players:</b> 2 or more teams</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30-60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Balls</li><li>• Bucket</li></ul>
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## NAUTICAL GAMES

# 3.27 CATCH THE EGG

**Skills:** Boating Courses

**Aim of the game:**

Catch an egg.

**Rules of the game:**

- There are 2 canoes with 2 people in each separated by a narrow stretch of water.
- One crew has an egg and throws it to the other crew, which has to catch it without dropping it into the water.
- Each time the egg is caught successfully, the canoes increase the distance between them.

**Variation:**

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 5 minutes per 2 canoes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Eggs</li></ul>
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## NAUTICAL GAMES

# 3.28 EAT THE COOKIE

**Skills:** Boating Courses

**Aim of the game:**

Eat the cookie which is hanging on a line.

**Rules of the game:**

- Make 2 teams.
- There are 2 players in each canoe.
- Canoe to a line with a cookie hanging on a rope.
- Both crew members eat the cookie at the same time without using their hands.
- Then another canoe starts the race.

**Variation:**

- There is only one player in each canoe.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• A line over the water</li><li>• Cookies on a rope</li></ul>
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## NAUTICAL GAMES

# 3.29 TOW THE AIR MATTRESS

**Skills:** Boating Courses

**Aim of the game:**

Complete a course as quickly as possible.

**Rules of the game:**

- There are 2 players in each canoe and 1 player lying on a air mattress attached behind the canoe with a rope.
- Canoe around the course as quickly as possible.
- If the player on the air mattress falls in the water, start the course again.

**Variation:**

- Make a slalom course.

<p><b>Number of players:</b> 2 or more crews in 2 teams</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Air mattress on a rope behind the canoe</li><li>• Buoys</li></ul>
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## NAUTICAL GAMES

# 3.30 HOCKEY IN THE WATER

**Skills:** Canoeing, Manoeuvring

**Aim of the game:**

Score as many goals as possible.

**Rules of the game:**

- There are 2 teams.
- Each team has its own goal in the playing area.
- Touch the ball with the paddle only.
- Try to throw the ball into the other crew's goal.

**Variation:**

- Use Canadian canoes with more players in them.

<p><b>Number of players:</b> 2 or more crews in 2 teams</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Canoes</li><li>• Balls</li><li>• Goal posts</li></ul>
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## NAUTICAL GAMES

# 4 ROWING GAMES

[4.01 Hunt the Whale](#)

[4.02 Boatball](#)

[4.03 Steal the Flag](#)

[4.04 Night Game with Fireworks](#)

[4.05 Bank Robbery](#)

[4.06 Chinese Rowing](#)

[4.07 Privateer](#)

[4.08 Knights' Tournament](#)

[4.09 Throw the Sticks](#)

[4.10 Tug of War](#)

[4.11 Gunfight](#)

[4.12 Catch the Whale](#)

[4.13 Rowing blindfolded](#)

[4.14 Freight Traffic](#)

[4.15 Naval Battle](#)

[4.16 Obstacle Race](#)

[4.17 Balloon Relay Race](#)

[4.18 Hunt the Submarine](#)

[4.19 Limbo](#)

[4.21 Fishing](#)





## NAUTICAL GAMES

# 4.01 HUNT THE WHALE

**Skills:** Rowing, Mooring and Getting Underway

**Aim of the game:**

Practise rowing manoeuvres to step over from boat to boat. Learn rowing commands.

**Rules of the game:**

- The staff rowing boat is the whale.
- The other boats try to catch the whale with a fender or a ball.
- If they are successful, one player changes places with a member of the whale's crew.

**Variation:**

- Make a whale using balloons and attach it behind each boat.
- Other boats try to row over the whales belonging to other boats.

<p><b>Number of players:</b> 3 or more boats</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Fenders or balls</li><li>• Balloons</li></ul>
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## NAUTICAL GAMES

# 4.02 BOATBALL

**Skills:** Rowing, Through the Wind

**Aim of the game:**

Try to throw a ball into a boat.

**Rules of the game:**

- Row in a special area of a lake with 3 or more boats.
- Use one ball.
- The crew tries to throw the ball into another boat.
- The boat with the ball tries to throw the ball into another boat as quickly as possible.
- At the end of the game, the crew with the ball is the loser.

**Variation:**

- It is also possible to play this game with canoes or sailing boats.
- When there is a signal, you have to leave the game.

<p><b>Number of players:</b> 3 or more boats</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Buoys</li><li>• Ball</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 4.03 STEAL THE FLAG

**Skills:** Mooring and Getting Underway, Rowing

**Aim of the game:**

Collect a flag from the other side of a canal/lake.

**Rules of the game:**

- On the other side of the canal or lake, there is a flag on a mast.
- There are 2 teams.
- Upon a signal, 2 boats start, rowing quickly, and try to be the first to take the flag from the mast.

**Variation:**

- It is not possible to see the flag from this side of the lake/canal.
- Intercept the other boats using valid rowing manoeuvres.
- It is also possible to sail or use a canoe.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Mast with flag on the other side of the lake</li><li>• Horn</li></ul>
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## NAUTICAL GAMES

# 4.04 NIGHT GAME WITH FIREWORKS

**Skills:** Mooring and Getting Underway, Rowing

**Aim of the game:**

Find lights, collect treasure and bring it to a central point.

**Rules of the game:**

- There are meeting points marked with 2 different coloured lights (red and green or a blinking light).
- Each colour belongs to a team.
- 2 crews row around and go to a meeting point marked in their own colour.
- There they find some treasure.
- Bring the treasure to a central point and look around for another meeting point.
- The crew with the most treasure is the winner.
- For them, there will be a “firework display” using lights in their colour.

**Variation:**

- Make a treasure map with a mark showing where to find the treasure.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Treasure in 2 colours</li><li>• 2 posts, each with lights in a different colour</li></ul>
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## NAUTICAL GAMES

# 4.05 BANK ROBBERY

**Skills:** Rowing

**Aim of the game:**

Find as much money as you can.

**Rules of the game:**

- Make money out of beer mats, writing 1, 5, 10, 100 and 1000 on them with a waterproof marker.
- Drop the beer mats all over the lake in the water.
- The escaping thief is losing money all over the lake. Hurry to find it or it will sink!
- The rowing crews try to pick up as many as they can.

**Variation:**

- Use balloons with notes attached.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Beer mats</li><li>• Waterproof markers</li></ul>
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## NAUTICAL GAMES

# 4.06 CHINESE ROWING

**Skills:** Rudder

**Aim of the game:**

Row using alternative material.

**Rules of the game:**

- Row a course with a paddle or thwart, or scull at the side.

**Variation:**

- Row backwards.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• 5 buoys</li></ul>
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## NAUTICAL GAMES

# 4.07 PRIVATEER

**Skills:** Rowing

**Aim of the game:**

Try to jump into a rubber boat or try to push another person out of a boat.

**Rules of the game:**

- 2 boats start rowing at the same time towards a rubber boat in the middle of the lake.
- One player grabs the rubber boat's stern mooring line and ties it onto the rowing boat, then jumps into the rubber boat.
- The crew tries to row as quickly as possible to the starting point.
- The crew of the other boat tries to push the person out of the rubber boat and capture it.

**Variation:**

- Do the "le Mans start" (the crew starts on land and runs to the boat).

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Rubber boat</li><li>• Buoy</li><li>• Float</li></ul>
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## NAUTICAL GAMES

# 4.08 KNIGHTS' TOURNAMENT

**Skills:** Boating Courses

**Aim of the game:**

Practise rowing manoeuvres.

**Rules of the game:**

- In the water, there is a cap on a mooring post.
- In front of the rowing boat, one of the players stands holding a boathook like a lance.
- He or she tries to remove the cap from the post.

**Variation:**

- Time the game.
- Hang a ring on a line suspended between 2 posts.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 15 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Post in the water</li><li>• Cap</li><li>• Boathook</li></ul>
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## NAUTICAL GAMES

# 4.09 THROW THE STICKS

**Skills:** Manoeuvring, Boating Courses

**Aim of the game:**

Throw a stick into a ring.

**Rules of the game:**

- Put 5 rings on the shore at the water's edge.
- Each crew has 5 sticks.
- The crews row slowly, but continuously, and try to throw the sticks into the rings.

**Variation:**

- You can do this game with a sailing boat or a canoe.
- Place the sticks ashore and let the crew throw tyres onto them.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Shore</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• 5 rings or tubes</li><li>• 5 sticks of approx. 30cm per crew</li></ul>
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## NAUTICAL GAMES

# 4.10 TUG OF WAR

**Skills:** Boating Courses

**Aim of the game:**

Co-operate within a crew.

**Rules of the game:**

- In each of 2 boats, one player stands on the after-deck with a rope in his/her hand.
- The crews start rowing in opposite directions.
- The crew whose member falls in the water loses the game.
- Row towards a buoy.
- DANGER: Remove the rudders from the boats and be careful.

**Variation:**

- Blindfold the rowers and use commands to direct them.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 15 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Rope which can be held firmly</li><li>• Buoys or other markers</li></ul>
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## NAUTICAL GAMES

# 4.11 GUNFIGHT

**Skills:** Manoeuvring

**Aim of the game:**

Extinguish wax lights.

**Rules of the game:**

- Each boat has a raft behind it, attached on a line 20m long, with 4 wax lights in a pot.
- Try to extinguish the other boats' lights by throwing water at them.

**Variation:**

- Attach oars in the locks, so that the crews can only splash water using the oars.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Line</li><li>• Small rafts</li><li>• Several wax lights per boat</li></ul>
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## NAUTICAL GAMES

# 4.12 CATCH THE WHALE

**Skills:** Manoeuvring

**Aim of the game:**

Catch a whale and bring it to the harbour.

**Rules of the game:**

- Each boat has its own harbour.
- Between the harbours is the whale (a raft with a head and tail).
- In each boat there is one person holding a harpoon ( a boathook).
- Upon a signal the crew starts rowing and tries to catch the whale.
- The crew ties a line onto the raft to bring the whale to its harbour.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Boathooks</li><li>• Whale</li></ul>
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## NAUTICAL GAMES

# 4.13 ROWING BLINDFOLDED

**Skills:** Rowing Commands

**Aim of the game:**

Practise listening skills.

**Rules of the game:**

- The crews are blindfolded.
- The helmsman instructs his or her crew to row around a circuit.
- Time how long it takes each crew to complete the circuit.
- Change the crew and row around the same circuit.
- Compare the times and announce the winner.

**Variation:**

- Row without a rudder.
- The whole crew is blindfolded and the commands are given from the shore.
- There are time penalties for touching a buoy.

<p><b>Number of players:</b> 2-4 crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Blindfolds</li><li>• Buoys</li></ul>
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## NAUTICAL GAMES

# 4.14 FREIGHT TRAFFIC

**Skills:** Mooring and Getting Underway

**Aim of the game:**

Transport freight successfully.

**Rules of the game:**

- The boats are in two teams.
- There is a big raft in the middle of the lake with material on it as freight.
- Row to a raft, moor the boat, pick up a piece of freight and depart.
- Transport the freight to another boat or a buoy.
- Row back to the starting point.
- Then the second boat starts.
- The team which transfers the most freight, or transfers the same quantity in the shortest time, is the winner.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Raft</li><li>• 2 buoys</li><li>• 3 baskets</li><li>• 20 sticks or other material as freight</li></ul>
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## NAUTICAL GAMES

# 4.15 NAVAL BATTLE

**Skills:** Through the Wind

**Aim of the game:**

Pick up pirates from a galleon and bring them to an island.

**Rules of the game:**

- One boat is the “galleon”, accompanied by a pilot boat (sailing boat).
- The other boats are the pirates.
- The crew from the galleon has cannon (tennis) balls.
- The pirates try to board the galleon, kidnap one of the crew and bring him or her to an island.
- The pirates' boat "sinks" if the crew from the galleon hits the mast of pirate's boat with a ball.
- The pilot boat brings the pirates to an island.
- They pirates have to complete a task on the island. If the task is done correctly, they go back to the battle.
- The game is over when there are only two crew members left on the galleon.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Tennis balls</li><li>• Pilot boat or pontoon</li></ul>
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## NAUTICAL GAMES

# 4.16 OBSTACLE RACE

**Skills:** Rowing, Rowing Commands

**Aim of the game:**

Complete an obstacle race.

**Rules of the game:**

- There is an obstacle course along which the crews have to:
  - manoeuvre between the buoys
  - moor on a box in the harbour
  - row under a bridge
  - row blindfolded
  - row without a rudder
  - row towards aft
  - row in a figure of 8

**Variation:**

- Time each crew.
- Give points for each part completed.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Buoys</li><li>• Long ropes</li><li>• Pontoon berth</li></ul>
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## NAUTICAL GAMES

# 4.17 BALLOON RELAY RACE

**Skills:** Boating Courses, Sail Positions

**Aim of the game:**

Row along a course and break a balloon.

**Rules of the game:**

- Make a course and attach several balloons to the last buoy.
- Two crew members at a time row over to the buoy and break one balloon.
- They row back and change crew members.
- The game is over when the whole crew has completed the course.

<p><b>Number of players:</b> 1 or more boats</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Buoys</li><li>• Balloons</li></ul>
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## NAUTICAL GAMES

# 4.18 HUNT THE SUBMARINE

**Skills:** Manoeuvring, Rowing

**Aim of the game:**

Row to a point on a map and find a submarine.

**Rules of the game:**

- On a map of a lake, different points are marked where the “submarine” is hidden underwater.
- Try to find the submarine and tie a buoy in your colour to it.

<p><b>Number of players:</b> 1 or more boats</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Map</li><li>• Coloured buoys</li></ul>
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## NAUTICAL GAMES

# 4.19 LIMBO

**Skills:** Sculling

**Aim of the game:**

Scull under a line suspended over the water.

**Rules of the game:**

- There is a line suspended over a canal.
- The crews scull under the line without touching it.
- When all the boats have passed under the line, set it lower.

**Variation:**

- The crew steps over the line, which is gradually raised.

<p><b>Number of players:</b> 2 or more boats</p> <p><b>Age range:</b> 7 - 15 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Line</li></ul>
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## NAUTICAL GAMES

# 4.21 FISHING

**Skills:** Manoeuvring, Rowing

**Aim of the game:**

Catch fish from a boat.

**Rules of the game:**

- In an area of the lake, there are small and large floating fish.
- Try to pick up the fish as the boat is rowed around.
- Count the points on the fish.
- The crew with the most fish is the winner.

**Variation:**

- Use the weight of the fish as a measure.

<p><b>Number of players:</b> 1 or more boats</p> <p><b>Age range:</b> 07-13 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Fishing rods</li><li>• Fish with rings attached</li></ul>
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## NAUTICAL GAMES

# 5 SAILING GAMES

- [5.01 The Old Pirate](#)
- [5.02 Fox-hunting](#)
- [5.03 Warrior](#)
- [5.04 Man Overboard](#)
- [5.05 Assignment on the Lee Shore](#)
- [5.06 Sailing under the Yoke](#)
- [5.07 Drop-out Race](#)
- [5.08 Fish up the Balls](#)
- [5.09 Overturn the Ship](#)
- [5.10 Catamaran](#)
- [5.11 Smuggling](#)
- [5.12 Hunt the Blue-finned Fish](#)
- [5.13 Sailing Catch](#)
- [5.14 Sternway Sailing](#)
- [5.15 Basketball](#)
- [5.16 Deadly Beam \(Night Game\)](#)
- [5.17 Waiter](#)
- [5.18 Miss the Bomb](#)
- [5.19 Sailing with a Handicap](#)
- [5.20 Musical Buoys](#)
- [5.21 Handicap Race with a Compass](#)
- [5.22 Cat and Mouse](#)
- [5.23 Hansel and Gretel](#)
- [5.24 Figure Sailing](#)
- [5.26 Sailing Inventions](#)
- [5.27 Square Rig and Jib](#)
- [5.28 Cannibalise the Boat](#)
- [5.29 One-to-one Race](#)
- [5.30 Slalom](#)
- [5.31 Rigging Race](#)
- [5.32 Treasure Hunt](#)
- [5.33 Flying Fish](#)
- [5.34 Siamese Twins](#)
- [5.35 Raft Hunt](#)
- [5.36 Battle of Waterloo](#)
- [5.37 Sailing Slalom](#)
- [5.38 Wind](#)
- [5.39 Tenball](#)
- [5.40 Rope Casting](#)
- [5.41 Yahtzee](#)



## NAUTICAL GAMES

# 5.01 THE OLD PIRATE

**Skills:** Mooring and Getting Underway, Through the Wind

### **Aim of the game:**

Learn different sailing manoeuvres, whilst playing different characters.

### **Rules of the game:**

- Introduce the story

Example: Once upon a time there was an Old Pirate. He knew that he would not live much longer. His legs were so tired from standing on the deck of his ship. One day he called his 3 daughters: Gjöö, Taymir and Bolle. Each was a captain of one of the Old Pirate's ships. He told them: "Listen, I know you are just waiting for me to be eaten by the sharks and then you will fight amongst yourselves to steal my treasure... I don't want to die before I know which of my daughters is the cleverest!"

#### Actions

- Each crew has to decipher its own secret language, by collecting hints from the other crews.
- At the beginning of the game, each crew goes to a different "postbox" to receive an envelope, a box of food bags and pieces of coloured paper (each crew receives a different colour). For example, "Gjöö" sails to the mill, "Taymir" to the teahouse and "Bolle" to the lighthouse.
- In each envelope, there are 3 more envelopes labelled with the names of the different crews, containing hints in secret code.
- Each crew has 3 members and each member receives one envelope.
- Using the food bags and coloured papers each crew makes "bombs".
- Each crew goes to collect their hints from the other crews, in order to find the treasure.

#### Rules

- Upon a signal, the game starts. The crews sail to meet the other crews and collect their hints, so that they can decipher their own secret language.
- Each crew tries to hit the mainsail of another boat with a "bomb".
- When there is a hit, one of the crew members from the hit boat transfers to the attacking boat, bringing its hint.
- When a sail is hit, the other crews have to wait.
- After a transfer, all the boats have to sail in another direction.
- When a crew has obtained its 3 hints, it tries to find the treasure.

### **Variation:**



# NAUTICAL GAMES

<p><b>Number of players:</b> Minimum 3, maximum 6 crews of 4 people</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparations: 1 hour</p> <ul style="list-style-type: none"><li>• Plan introduction</li><li>• Make secret code</li><li>• Make hints for the code</li><li>• Check that the bags don't tear if they are thrown</li><li>• Ensure that the players have spare clothing</li></ul> <p>Game: 3 - 4 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 3 boxes of plastic food bags</li><li>• Green, blue and red pieces of paper</li><li>• Treasure (lolly pops)</li><li>• Secret code and hints</li><li>• Envelopes</li></ul>
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## NAUTICAL GAMES

# 5.02 FOX-HUNTING

**Skills:** Hoisting and Lowering Sails

**Aim of the game:**

The hunter tries to catch a fox and take its tail before other teams, using superior know-how (i.e. sailing better than the others).

**Rules of the game:**

- One boat is the fox and has a tail on its mast . It starts with a lead.
- The hunters (the crews in the other boats) follow and try to catch the fox.
- The first boat which catches the fox takes its tail. This boat then becomes the fox.
- The former fox has to lower its sails and drop its anchor for 5 minutes.
- After 5 minutes, it raises its sails and takes part in hunting the fox.

**Variation:**

- With a crew aged 7-10, go canoeing or rowing.
- The fox uses the quickest boat. How many times do the other boats catch the fox?
- Several boats are foxes (beware of collisions).

<p><b>Number of players:</b> 4-8 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparations: 30 minutes Game: 1 - 1.5 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Fox tail (flag or loosened rope)</li></ul>
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## NAUTICAL GAMES

# 5.03 WARRIOR

**Skills:** Through the Wind

**Aim of the game:**

Practise sailing techniques.

**Rules of the game:**

- One of the boats is the warrior.
- The crew of this boat tries to hit the main sail of another boat with a tennis ball.
- The boat which is hit becomes the new warrior.
- They make a tack and a gybe before trying to catch the next boat.

**Variation:**

- All the boats are warriors and each has 5 balls in one colour.
- How many balls of which colour are in each boat?

<p><b>Number of players:</b> 4-6 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Tennis balls in different colours</li></ul>
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## NAUTICAL GAMES

# 5.04 MAN OVERBOARD

**Skills:** Man Overboard

**Aim of the game:**

Practise “man overboard” manoeuvres.

**Rules of the game:**

- Each member of the crew in turn is the helmsman.
- Upon a signal given by the leader, one of the crew members jumps into the water.
- The winner is the helmsman who needs the shortest time to do the manoeuvre.

**Variation:**

- Throw a buoy into the water - it is less fun but safer.

<p><b>Number of players:</b> 1 crew or more</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li></ul>
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## NAUTICAL GAMES

# 5.05 ASSIGNMENT ON THE LEE SHORE

**Skills:** Anchoring, Mooring and Getting Underway

**Aim of the game:**

Do a manoeuvre as quickly as possible.

**Rules of the game:**

- On a lee shore, there is a buoy with a letter.
- Position the boat at anchor with the stern to the buoy.
- Read the letter and sail as quickly as possible to the staff boat and tell your leaders the message on the letter.

**Variation:**

- Place a bucket on a post with some sweets in it. Let the crews fish up the sweets.

<p><b>Number of players:</b> 4-6 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 30 minutes Game: variable</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoy with letters</li><li>• Bucket on a post</li></ul>
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## NAUTICAL GAMES

# 5.06 SAILING UNDER THE YOKE

**Skills:** Lowering the Mast

**Aim of the game:**

Maintain sufficient speed to pass the obstacle.

**Rules of the game:**

- Pioneer a yoke over the water (like a bridge) giving 2m headway.
- A boat sails to the yoke and lowers its sails and mast.
- The boat passes under the yoke. Do nothing - there must be enough drift to pass under the yoke.
- Hoist the mast and the sails.

**Variation:**

- Put a message on top of the yoke.
- Make a competition among different boats.

<p><b>Number of players:</b> 4-6 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Shallow water</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 3 pioneering poles</li></ul>
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## NAUTICAL GAMES

# 5.07 DROP-OUT RACE

**Skills:** Boating Courses, Sail Positions, Through the Wind

**Aim of the game:**

Sail with the whole crew and learn gybing.

**Rules of the game:**

- Sail the course with the whole crew first.
- Sail the course several times, but each time without one crew member, starting with the boatswain and so on.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li></ul>
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## NAUTICAL GAMES

# 5.08 FISH UP THE BALLS

**Skills:** Through the Wind

**Aim of the game:**

Collect balls in your colour.

**Rules of the game:**

- Balls with different colours are in the water.
- On shore, the leader shows a coloured flag.
- The crews pick up the balls in that colour.
- The winner is the crew with the most balls in the right colour.

**Variation:**

- It is possible to play this game with sailing boats or rowing boats.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 20 balls in 5 colours</li><li>• 5 coloured flags</li><li>• Motorboat to retrieve the balls which are lost</li></ul>
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## NAUTICAL GAMES

# 5.09 OVERTURN THE SHIP

**Skills:** Safety

**Aim of the game:**

Learn what to do when your boat capsizes.

**Rules of the game:**

- Take everything out of the boat.
- Each crew member takes a lifejacket and sits in the boat.
- Put as much water in the boat as possible.
- Overturn the boat slowly.
- Turn the boat back over and climb into the boat.
- Scoop the water out as quickly as you can.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boat</li><li>• Lifejackets</li><li>• 6 buckets to scoop</li><li>• Tools to unrig the boat</li></ul>
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## NAUTICAL GAMES

# 5.10 CATAMARAN

**Skills:** Sail Trimming

**Aim of the game:**

Learn how to sail with a double rigging.

**Rules of the game:**

- Lash 2 boats together with double rigging.

**Variation:**

- Organise a regatta with more “catamarans”.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Extra ropes</li><li>• Extra fenders</li></ul>
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## NAUTICAL GAMES

# 5.11 SMUGGLING

**Skills:** Man Overboard, Manoeuvring

**Aim of the game:**

Smuggle as much contraband as possible over the border.

**Rules of the game:**

- Mark the border with flags (on the other side of a lake or canal).
- The crews have contraband (floating materials) in the boat.
- They try to sail over the border and dump the contraband over there, but... there is one boat with customs officers in it!
- The customs officers try to catch the smugglers' boats with a fender or a ball.
- When the customs officers catch the smugglers' boats, the crews throw the contraband overboard.
- The customs officers try to collect the contraband, but it's also possible for another smuggler boat to collect it.
- The crew that brings the most contraband over the border is the winner.

**Variation:**

- There is a special area for the customs boat.
- Play the game by rowing instead of sailing.

<p><b>Number of players:</b> 4 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Lake</p> <p><b>Duration:</b> Preparation: 30 minutes Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Floating contraband</li></ul>
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## NAUTICAL GAMES

# 5.12 HUNT THE BLUE-FINNED FISH

**Skills:** Boating Courses, Through the Wind

**Aim of the game:**

Throw a harpoon into the blue-finned fish.

**Rules of the game:**

- A speedboat with a floating object (the blue-finned fish) attached behind it goes from one buoy to another.
- The crews try to throw a coloured harpoon into the blue-finned fish.
- The crew which sticks the most harpoons into the fish is the winner.

**Variation:**

- Throw balloons or balls into an open dinghy.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Floating material to make a “blue-finned fish”</li><li>• Harpoons in different colours</li></ul>
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## NAUTICAL GAMES

# 5.13 SAILING CATCH

**Skills:** Through the Wind

**Aim of the game:**

Manoeuvre quickly.

**Rules of the game:**

- The boats sail freely within a special marked area.
- One crew has a big ball and tries to hit the mainsail of all the sailing boats with it.
- When it has caught all the boats, it gives the ball to another crew.
- Then the new crew tries to catch all the sailing boats.

**Variation:**

- For children aged 7-10 years, use canoes or rowing boats.
- Use several balls.

<p><b>Number of players:</b> 4 or more crews in 2 teams</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Big ball</li><li>• Buoys to mark the sailing area</li></ul>
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## NAUTICAL GAMES

# 5.14 STERNWAY SAILING

**Skills:** Manoeuvring

**Aim of the game:**

Learn how a sailing boat moves.

**Rules of the game:**

- Try to sail 50m backwards.

**Variation:**

- Sail a course.
- Sail a regatta.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoys</li></ul>
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## NAUTICAL GAMES

# 5.15 BASKETBALL

**Skills:** Through the Wind

**Aim of the game:**

Sail a course to a buoy or row around a buoy.

**Rules of the game:**

- The boats sail around the buoys.
- On each buoy there is a basket.
- As they pass the basket, the crews throw a ball in their own colour into the basket.
- At the end of the game, the crew with the most balls in the basket is the winner.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 12 buoys</li><li>• 12 baskets</li><li>• 12 coloured balls or other floating objects</li></ul>
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## NAUTICAL GAMES

# 5.16 DEADLY BEAM (NIGHT GAME)

**Skills:** Anchoring, Through the Wind

**Aim of the game:**

Try to collect as many balloons as possible without receiving the order to drop the anchor.

**Rules of the game:**

- Put balloons with a light inside on the water on the windward side.
- The staff tells the crews to collect the balloons.
- The staff boat sails around and tries to shine a lamp on the passing boats.
- When the light shines on a boat, it drops anchor and starts again.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Big lamp</li><li>• Balloons</li><li>• Penlight batteries</li></ul>
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## NAUTICAL GAMES

# 5.17 WAITER

**Skills:** Mooring and Getting Underway

**Aim of the game:**

Practise mooring on a high shore.

**Rules of the game:**

- Mark two places on a high shore: one to collect lemonade from and one to deliver the lemonade to.
- 25m from the shore, there is a buoy on an anchor.
- Each crew picks up a tray, with a couple of cups of lemonade on it, and sails past the buoy carrying the tray to the delivery point.
- The crew that sails the most carefully brings the most cups of lemonade to the other point.

**Variation:**

- Transport letters and make a word out of them.
- Who knows the term?

<p><b>Number of players:</b> 2-3 crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 30 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Cups</li><li>• Lemonade</li><li>• Trays</li></ul>
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## NAUTICAL GAMES

# 5.18 MISS THE BOMB

**Skills:** Through the Wind

**Aim of the game:**

Practise manoeuvring in a limited space and reacting quickly.

**Rules of the game:**

- Sail freely in an area marked with 4 buoys.
- One boat has a big ball.
- Upon a signal the crew throws the ball into another boat.
- This crew throws the ball into another boat, etc.
- After 60 seconds, there is a new signal to show the end of the game.
- The boat with the ball (bomb) in it sinks, so it has to go to the harbour.
- The other boats start a new game.
- After 60 seconds, there is another signal.
- The boat with the ball (bomb) in it goes to the harbour.
- The last boat left is the winner.

**Variation:**

- The boat with the bomb sails around the 4 buoys and comes back into the game or anchors and starts again.

<p><b>Number of players:</b> 4 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 4 buoys</li><li>• Big ball</li><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 5.19 SAILING WITH A HANDICAP

**Skills:** Sail Trimming

**Aim of the game:**

Sail a regatta with different handicaps.

**Rules of the game:**

- Sail a course around 4 buoys with one of the following handicaps: without a jib, without a main sail, without a rudder, without a centreboard.
- Pass a buoy and change the handicap.
- The staff checks the handicaps.

**Variation:**

- Have several handicaps at the same time.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation : 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 4 buoys</li></ul>
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## NAUTICAL GAMES

# 5.20 MUSICAL BUOYS

**Skills:** Mooring and Getting Underway, Speed

**Aim of the game:**

Practise reacting quickly and manoeuvring well.

**Rules of the game:**

- A number of buoys are in a circle; there is one less than the number of participating boats.
- Upon a signal, the boats sail around the buoys.
- Upon another signal, the boats moor at a buoy.
- As there is one buoy missing, there is one boat which has to anchor.
- Before the game starts again, take one buoy out of the circle.
- The crew at the last buoy is the winner.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 min Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 4 or more buoys</li><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 5.21 HANDICAP RACE WITH A COMPASS

**Skills:** Orienteering, Boating Courses

### Aim of the game:

Follow a course using a compass and go via meeting points to the last post as quickly as possible with a partially rigged boat.

### Rules of the game:

- Start with a completely rigged boat and a compass.
- Take the first compass bearing given.
- If the crew follows the right course, it finds the meeting point and receives a new compass bearing.
- At the second meeting point, the crew has to give up its jib and receive a new compass bearing.
- At the third meeting point, the crew has to give up its mainsail and row back to the first meeting point.

N.B.

- Our Lelievlet is a boat made of steel. What happens to a compass in a boat made of steel?
- Maybe you have to go on land to get the right compass bearing!

### Variation:

- Organise an activity at each meeting point.

<b>Number of players:</b> 2 or more crews	<b>Materials:</b> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Compass</li><li>• Activity material</li></ul>
<b>Age range:</b> 10-17 years	
<b>Place:</b> Lake	
<b>Duration:</b> Preparation: 15 minutes Game: 1-2 hours	

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## NAUTICAL GAMES

# 5.22 CAT AND MOUSE

**Skills:** Regulations - Rights of Way, Speed, Through the Wind

**Aim of the game:**

Learn rights of way.

**Rules of the game:**

- One boat (the cat) tries to pass another boat (the mouse) and catch it.
- Meanwhile the other boats try to sail between the cat and the mouse.
- If the cat catches the mouse, they change so that the cat becomes the mouse.
- Rights of way are important.

**Variation:**

- If the cat catches the mouse, the mouse has to anchor.
- If the cat catches the mouse, it has to wait until two other boats are caught.

<p><b>Number of players:</b> 4 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 5.23 HANSEL AND GRETEL

**Skills:** Manoeuvring

**Aim of the game:**

Practise tracking.

**Rules of the game:**

- Make a track with floating things (tins) over the fairway.
- The crew has to follow the track.
- The last boat, or a speedboat, picks up all the floating materials.

**Variation:**

- Do activities at a meeting point on the track.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Creek</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Floating material</li></ul>
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## NAUTICAL GAMES

# 5.24 FIGURE SAILING

**Skills:** Sailing Courses, Sail Positions, Through the Wind, Wind Direction

**Aim of the game:**

Do the same sailing manoeuvre with 2 or more boats.

**Rules of the game:**

- Sail the same course with 2 or more boats.
- Upon a signal, do a manoeuvre.
- Agree on the signals, e.g.:
  - \* = tack
  - \*\* = gybe
  - \*\*\* = luff up
- etc.

**Variation:**

- Make a plan to do the manoeuvres.
- Sail without signals.
- Upon a signal, show a text.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Whistle/horn</li></ul>
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## NAUTICAL GAMES

# 5.26 SAILING INVENTIONS

**Skills:** Co-operation

**Aim of the game:**

Work together to make a new type of boat.

**Rules of the game:**

- Build a catamaran with 2 boats (2 boats side by side) or a two-master (2 boats one after the other).
- Use pioneering poles, lashing lines, fenders, etc.
- Sail a course with the new boat.
- The crew has to be able to manage the new boat by itself.

**Variation:**

- Do different sailing manoeuvres with the new boat.
- Do a sailing regatta.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 30 minutes Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Pioneering poles</li><li>• Lashing line</li><li>• Fenders</li></ul>
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## NAUTICAL GAMES

# 5.27 SQUARE RIG AND JIB

**Skills:** Sail Trimming

**Aim of the game:**

Explore the possibilities of using different sails on your boat.

**Rules of the game:**

- Try out various sails on your boat, like an extra jib, yard sail, etc.

**Variation:**

- If you have several boats, sail a regatta.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Extra sails</li></ul>
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## NAUTICAL GAMES

# 5.28 CANNIBALISE THE BOAT

**Skills:** Mooring and Getting Underway, Rigging

**Aim of the game:**

Know where each part of the boat belongs.

**Rules of the game:**

- The crew is instructed to take each part of the boat out and bring it ashore.
- The game starts when only the hull is in the water.
- The crew is instructed to rig the boat safely and correctly and sail away.
- The staff assesses whether the crew does it well. They also assess the co-operation within the crew as well as the explanation and instructions given by the boatswain.
- Success criteria:
  - speed
  - safe handling
  - co-operation
  - each crew member has a job
  - the boatswain gives clear instructions
  - there is no crying or swearing
  - the rigging is correct
  - the crew sailed away safely

**Variation:**

- Start with the sails only.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Shore</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Stopwatch</li></ul>
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## NAUTICAL GAMES

# 5.29 ONE-TO-ONE RACE

**Skills:** Manoeuvring

**Aim of the game:**

Win a short sailing regatta several times against the same opponents.

**Rules of the game:**

- Make a sailing competition course, which you can sail in 10 minutes.
- Mark a part of a lake with buoys, where only the 2 boats which have to start the next game may sail.
- There is a starting ship or starting point on the shore.
- Upon a signal or flag, 2 boats go into the marked area.
- After exactly 60 seconds, the starting signal sounds.
- If there is a false start, the boats have to go back to the marked area.
- Every 2 minutes another 2 boats start.
- The winning crews earn one point.

<p><b>Number of players:</b> 6 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 3-4 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoys to mark the playing area and the starting point</li><li>• Boats or a buoy to mark the finishing line</li><li>• Stopwatch</li><li>• Blackboard</li></ul>
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# NAUTICAL GAMES

## Grid for a race

Here is a diagram for 11 boats. If you have fewer boats, simply adjust the diagram by removing the extra boat numbers from the table. Some matching numbers will be lost, but the sequence will still work. Adding extra boats is more difficult, because you have to make a completely new diagram.

Boat	A	B	C	D	E	F	G	H	I	J	K
A	xxx	12	29	24	37	6	45	41	33	18	1
B		xxx	23	36	42	17	32	28	48	2	7
C			xxx	14	51	34	39	46	3	8	19
D				xxx	20	52	49	4	9	30	43
E					xxx	47	5	10	15	25	31
F						xxx	11	22	27	40	55
G							xxx	16	21	53	26
H								xxx	54	35	50
I									xxx	44	38
J										xxx	13
K											xxx

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## NAUTICAL GAMES

# 5.30 SLALOM

**Skills:** Sail Positions, Sailing into and away from the Wind

**Aim of the game:**

Develop sailing skills.

**Rules of the game:**

- Mark a course on the lake with buoys (gates).
- Sail between the buoys without touching them.

**Variation:**

- Make it more difficult by varying the gates and direction of the wind.
- Use canoes or rowing boats.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoys</li></ul>
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## NAUTICAL GAMES

# 5.31 RIGGING RACE

**Skills:** Rigging

**Aim of the game:**

Learn how to rig the boat quickly and correctly.

**Rules of the game:**

- Place all the materials to rig the boat on the shore.
- Upon a signal, the crews start to rig the boat.
- The crew with a completely rigged boat, which is the first one to sail around a buoy, is the winner.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Shore</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoy</li><li>• Whistle</li></ul>
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## NAUTICAL GAMES

# 5.32 TREASURE HUNT

**Skills:** Sailing Courses, Sailing into and away from the Wind

**Aim of the game:**

Manoeuvre with sailing boat.

**Rules of the game:**

- There are a lot of corks floating on a lake.
- One or more boats sail over the lake and collect as many corks as possible.
- Which boat has the most corks?

N.B.

- Take the wind direction into account when you put the corks on the lake.
- Remove all the materials from the lake after the game.

**Variation:**

- Give a compass setting where you can find treasure.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Corks</li></ul>
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## NAUTICAL GAMES

# 5.33 FLYING FISH

**Skills:** Manoeuvring

**Aim of the game:**

Swim under a line while the boat floats past poles.

**Rules of the game:**

- There are two poles in the canal with a line suspended 20cm above the water line.
- As the boat floats past the poles, the crew members jump in the water, swim under the line and climb back onto the boat.

**Variation:**

- Start with one swimmer and each time the boat goes past the poles more crew members jump in the water and swim under the line.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 10 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Two poles</li><li>• Line</li></ul>
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## NAUTICAL GAMES

# 5.34 SIAMESE TWINS

**Skills:** Manoeuvring

**Aim of the game:**

Two boats do a manoeuvre at the same time.

**Rules of the game:**

- Suspend a line from the mast of one boat to the mast of another boat.
- Do the sailing manoeuvres together without breaking the line.

<p><b>Number of players:</b> 2 more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Long line</li><li>• Buoys to mark a course</li></ul>
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## NAUTICAL GAMES

# 5.35 RAFT HUNT

**Skills:** Through the Wind

**Aim of the game:**

Steal the flag from a raft.

**Rules of the game:**

- Each boat has a raft with a flag attached behind it.
- Try to steal the flag from the other rafts.
- If other crews steal your flag, place a new flag on your raft.
- Do not take the flag twice from the same raft.

**Variation:**

- There are letters on the flags and you have to steal one flag from each boat to know what the message is.
- Take flags only from a special area of the lake.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 1-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 1 raft with a flag for each boat.</li><li>• Extra flags for each boat.</li></ul>
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## NAUTICAL GAMES

# 5.36 BATTLE OF WATERLOO

**Skills:** Through the Wind

**Aim of the game:**

Manoeuvre quickly and learn commands.

**Rules of the game:**

- Each crew member has a "cannon" ( a ball on a line).
- In each boat, there are more cannons and more little balls.
- On the battlefield, a part of the lake marked with buoys, the crews try to hit the other boats with its cannon.
- If your boat is hit, give the attacker a little ball.
- If you hit another boat, take a little ball and sail round a buoy before rejoining battle.
- The boat with the most balls at the end is the winner.

**Variation:**

- Catching is permitted when a boat has to go around a buoy.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoys</li><li>• Balls on a line</li><li>• Little balls</li></ul>
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## NAUTICAL GAMES

# 5.37 SAILING SLALOM

**Skills:** Manoeuvring

**Aim of the game:**

Manoeuvre a boat without a rudder.

**Rules of the game:**

- Sail a course around a buoy without a rudder.
- Use only the sails with nothing else as a rudder.

**Variation:**

- Make a course with balloons on anchors.
- The crews have to collect the balloons and the one with the most balloons is the winner.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• 3 or 4 buoys or balloons</li></ul>
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## NAUTICAL GAMES

# 5.38 WIND

**Skills:** Wind, Wind Direction

**Aim of the game:**

Find out where the wind comes from.

**Rules of the game:**

- The crew members lie down in the boat and close their eyes.
- The staff calls “wind”.
- Everybody stands up and indicates the wind direction with his or her arms.

**Variation:**

- When the crew members are lying down in the boat, change course.
- Put the sails in the wrong direction.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 5 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boat without a pennon</li></ul>
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## NAUTICAL GAMES

# 5.39 TENBALL

**Skills:** Through the Wind

**Aim of the game:**

Practise sailing and respecting rights of way.

**Rules of the game:**

- Mark a special area of the lake for the game.
- The boats are in two teams and each shows its team colour.
- The boats sail around and, upon a signal, a ball comes into play.
- Try to throw the ball between the boats in your team 10 times, before a boat from another team catches the ball.

<p><b>Number of players:</b> 2 or more crews in 2 teams</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Big ball</li></ul>
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## NAUTICAL GAMES

# 5.40 ROPE CASTING

**Skills:** Manoeuvring

**Aim of the game:**

Sail alone.

**Rules of the game:**

- There are only two crew members in each boat (one at the helm and the catcher).
- Try to catch the other boats with a rope.

**Variation:**

- One boat tries to catch as many boats as it can in 10 minutes.

<p><b>Number of players:</b> 3 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Extra line</li></ul>
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## NAUTICAL GAMES

# 5.41 YAHTZHEE

**Skills:** Miscellaneous

**Aim of the game:**

Learning by doing

**Rules of the game:**

- Prepare six instructions and number them.
- The crew throws a die and takes the instruction corresponding to the number thrown.
- When it has completed the task, it comes back and throws the die again, etc.

Instructions:

- At the buoy, capsize your boat
- Sail around the buoy 3 times
- Sail a set course
- Throw balls into a basket
- Take some drinks to the staff
- Do an anchoring manoeuvre

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Open sailing water</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Sailing boats</li><li>• Buoy</li><li>• Balls</li><li>• Basket</li><li>• Drinks</li><li>• Compass</li><li>• Dice</li></ul>
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## NAUTICAL GAMES

# 6 GAMES WITH FLOATING MATERIAL

[6.01 Catch the Cable-ferry Buoy](#)

[6.02 Raft Race](#)

[6.03 Ice-floe Walking](#)

[6.04 Waterbikes](#)

[6.05 Long Gangway](#)

[6.06 Tug of War](#)





## NAUTICAL GAMES

# 6.01 CATCH THE CABLE-FERRY BUOY

**Skills:** Knots

**Aim of the game:**

Learn to build a raft.

**Rules of the game:**

- Each crew builds a raft.
- A member of another crew sits on the raft.
- Push the raft as quickly as possible to the other side of a canal.
- The player on the raft tries to catch a buoy in the middle of the canal to score a point.
- Change the player on the raft, so that everybody has the chance to score a point.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Water or land 15m in length</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 3 pioneering poles 3m long</li><li>• 3 lashing cords</li><li>• 3 floats</li><li>• Long pole (starting point)</li><li>• Buoy</li><li>• 2 car tyres on a rope</li></ul>
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## NAUTICAL GAMES

# 6.02 RAFT RACE

**Skills:** Co-operation

**Aim of the game:**

Score points using co-operation and swimming techniques.

**Rules of the game:**

- There are 2 teams and each team has a boat.
- The boats are anchored at each end of the playing area (size depends on the swimming abilities of the players).
- Each boat has 2 traffic cones, one just in front of the mast and one on the quarterdeck.
- Team members pass the ball to each other and try to score goals by throwing the ball between the cones.
- It is not allowed to push anybody under the water.
- Whenever a team scores a goal, the cones on their own boat are moved 20cm further apart.
- The game is over when the goal posts cannot be moved any further apart and the winning team is the one with the most goals.

**Variation:**

- Play with 2 balls.
- Play with 4 teams and 4 boats.

<p><b>Number of players:</b> 2 teams of 6 or 12 players</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Water which is too deep to stand up in</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 anchored boats or 2 buoys</li><li>• 4 traffic cones as goal posts</li><li>• Ball</li><li>• Swimming costumes</li><li>• Coloured headbands or swimming caps to distinguish between the teams</li></ul>
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## NAUTICAL GAMES

# 6.03 ICE-FLOE WALKING

**Skills:** Manoeuvring

**Aim of the game:**

Try to stay dry.

**Rules of the game:**

- Tie many floats securely to each other from one side of a canal to the other.
- One at a time, the players have to run over the floats to the other side.
- The crew with the most dry members wins.

**Variation:**

- Two people carry a stretcher to the other side.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Floats approx. 10m by 2m</li></ul>
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## NAUTICAL GAMES

# 6.04 WATERBIKES

**Skills:** Knots

**Aim of the game:**

Make a waterbike using pioneering techniques.

**Rules of the game:**

- Make a waterbike and go on a triangular cycling tour.

**Variation:**

- Have a cycle race involving several crews.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> 50m<sup>2</sup> of water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 3 buoys</li><li>• 3 anchors</li><li>• Material to make a waterbike</li></ul>
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## NAUTICAL GAMES

# 6.05 LONG GANGWAY

**Skills:** Manoeuvring

**Aim of the game:**

Have a relay race over the boats.

**Rules of the game:**

- Put 4 boats with their bows and sterns together like a gangway.
- In turn, all the players run across the boats as quickly as possible and jump into the water. When the first one jumps into the water, the second starts.
- Time how long it takes for each crew, from the start until the last member jumps into the water.
- When the first crew finishes, the next one starts.
- The fastest crew is the winner.

**Variation:**

- Play the game with the boats upside down.

<p><b>Number of players:</b> 4 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 4 boats</li><li>• 1 whistle</li></ul>
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## NAUTICAL GAMES

# 6.06 TUG OF WAR

**Skills:** Rowing

**Aim of the game:**

Row as quickly as possible to reach a buoy.

**Rules of the game:**

- 2 boats are attached to the same buoy with long ropes.
- In each boat, 2 players lie down on their stomachs and pull the boat towards the buoy.
- The first to arrive is the winner.
- Change the players.

**Variation:**

- When they pull the boat, they turn the boat around.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 boats</li><li>• 2 ropes</li><li>• Buoy</li></ul>
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## NAUTICAL GAMES

# 7 SWIMMING

[7.01 Castle Game](#)

[7.02 Polo](#)

[7.03 One-to-one](#)

[7.04 Relay Race](#)

[7.05 Dive for Letters](#)

[7.06 Boardsurfing](#)

[7.07 Synchronised Swimming](#)

[7.08 Medieval Knights](#)

[7.09 Bun Biting](#)



## NAUTICAL GAMES

# 7.01 CASTLE GAME

**Skills:** Co-operation

**Aim of the game:**

Use swimming techniques and co-operate in a team to score points by throwing a ball over a traffic cone.

**Rules of the game:**

- At the bow of the boat there is a tall traffic cone.
- There are 2 teams, swimming around the boat.
- The members of each team pass a ball 4 times and then throw it over the traffic cone.
- Then the other team takes the ball and does the same.

**Variation:**

- Instead of a traffic cone, each team has one member standing on the boat who has to catch the ball.

<p><b>Number of players:</b> 2 teams of 4-10 players</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Water which is too deep to stand up in</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Anchored boat or buoy</li><li>• Tall traffic cone</li><li>• Ball</li><li>• Swimming costumes</li><li>• Different coloured headbands or swimming caps to distinguish between each team</li></ul>
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## NAUTICAL GAMES

# 7.02 POLO

**Skills:** Co-operation

**Aim of the game:**

Use swimming techniques and co-operate in a team to score points.

**Rules of the game:**

- There are 2 teams and each team has a boat.
- The boats are anchored at each end of the playing area (size depends on the swimming abilities of the players).
- Each boat has 2 traffic cones, 1 just in front of the mast and 1 on the quarterdeck.
- Team members pass the ball to each other and try to score goals by throwing the ball between the cones.
- It is not allowed to push anybody under the water. Whenever a team scores a goal, the cones on their own boat are moved 20cm further apart.
- The game is over when the goal posts cannot be moved any further apart and the winning team is the one with the most goals.

**Variation:**

- Play with 2 balls.
- Play with 4 teams and 4 boats.

<p><b>Number of players:</b> 2 teams of 6-12 players</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Water which is too deep to stand up in</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 anchored boats or 2 buoys</li><li>• 4 traffic cones as goal posts</li><li>• Ball</li><li>• Swimming costumes</li><li>• Coloured headbands or swimming caps to distinguish between the teams</li></ul>
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## NAUTICAL GAMES

# 7.03 ONE-TO-ONE

**Skills:** Swimming

**Aim of the game:**

Take the ball away from an opponent.

**Rules of the game:**

- One player holds the ball in his/her arms and the others try to take it away from him/her.
- The successful player holds the ball in his/her arms.
- No more than 2 players may attack at the same time.

**Variation:**

- Opponents try to lift each other.
- The player who is lifted has to leave the game.
- Play hopscotch and push each other over.

<p><b>Number of players:</b> 2 or more</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> In shallow water up to the waist</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Ball</li><li>• Swimming costumes</li></ul>
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## NAUTICAL GAMES

# 7.04 RELAY GAME

**Skills:** Swimming, Co-operation

**Aim of the game:**

Carry a lighted candle from one side to the other in a relay race.

**Rules of the game:**

- 4 teams take part.
- At the signal, one member of each team jumps into the water and swims a part of the course with the candle.
- He/she passes it to another member of the team, who swims with the candle and passes it to the next member, etc.
- Each member has to use a different swimming stroke.
- If the candle goes out, the team is out of the game.

**Variation:**

- This game can be played indoors or outdoors.

<p><b>Number of players:</b> 4 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> 20m<sup>2</sup> water suitable for swimming</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 stopwatches</li><li>• Candles</li><li>• Swimming costumes</li></ul>
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## NAUTICAL GAMES

# 7.05 DIVE FOR LETTERS

**Skills:** Swimming

**Aim of the game:**

Create a word as quickly as possible.

**Rules of the game:**

- There are at least 2 crews.
- Each crew is given a word, e.g. holiday.
- Upon a given signal, the crews jump into the water and dive to the bottom to collect the letters needed to form their word.
- The fastest crew is the winner.

**Variation:**

- Instead of being given a word in advance, each team member collects one letter and then the team has to make a word.
- The winner is the crew which makes the word using the most letters.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Water suitable for swimming over flat ground</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 30 - 60 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Letters of the alphabet made of waterproof material</li><li>• Whistle</li><li>• Swimming costumes</li><li>• Stopwatch</li></ul>
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## NAUTICAL GAMES

# 7.06 BOARDSURFING

**Skills:** Manoeuvring

**Aim of the game:**

Maintaining balance while "surfing".

**Rules of the game:**

- Fasten a 10m long rope to the board about one third of the way along it.
- Attach the other end to the stern of the boat.
- Fasten a small line to the front of the board for the rider to hold and maintain balance.
- When the boat has gained sufficient speed (this does not need to be very fast), the "surfer" jumps overboard, climbs onto the board, and tries to stand up and stay standing.

**Variation:**

- Like waterskiing, you can hold competitions.

<p><b>Number of players:</b> 2 or more</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Open sailing water which is not too busy</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Wooden board</li><li>• Rope approx. 10m long</li><li>• Smaller rope</li><li>• Motorboat</li></ul>
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## NAUTICAL GAMES

# 7.07 SYNCHRONISED SWIMMING

**Skills:** Swimming

**Aim of the game:**

Create figures whilst swimming.

**Rules of the game:**

- The crew has 15 minutes to invent the figures which they are going to form.
- These figures should be made by the whole crew.
- A panel of judges can watch the demonstration and give scores based on the complexity of the figures and how neatly they were made.

**Variation:**

- The swimmers can dress up to make their figures.
- The swimmers can use props/objects.

<p><b>Number of players:</b> 4 or more</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Water suitable for swimming or a pool</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Watch</li></ul>
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## NAUTICAL GAMES

# 7.08 MEDIEVAL KNIGHTS

**Skills:** Manoeuvring

**Aim of the game:**

Play with a boat.

**Rules of the game:**

- The crew minus one member pulls the boat whilst swimming.
- The other member stands on the quarterdeck with his/her heels against the stern, so that he/she will be able to fall overboard and not in the boat.
- He/she holds an oar with its end protected.
- The boats sail close to each other and the knights try to push their opponents off their boat, just like knights used to push each other off their horses in a medieval tournament.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-13 years</p> <p><b>Place:</b> Narrow canal</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 boat per crew</li><li>• Material to provide good protection at the end of the oars</li></ul>
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## NAUTICAL GAMES

# 7.09 BUN BITING

**Skills:** Swimming

**Aim of the game:**

Bite buns in the water.

**Rules of the game:**

- All of the crew, except for one member, lie in the water.
- The other member sits ashore holding a fishing-rod with a piece of a bun on a line.
- He/she has to try to get the bun in one of the swimmers' mouths, so that the swimmer can take a bite.
- The swimmers are not allowed to use their hands.

**Variation:**

- Make a relay race, by letting one swimmer at a time get into the water, take a bite of bun and swim ashore.

<p><b>Number of players:</b> 2 or more</p> <p><b>Age range:</b> 7-15 years</p> <p><b>Place:</b> Swimming pool or 20m<sup>2</sup> of water suitable for swimming</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 45 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 2 fishing-rods</li><li>• Buns or bread rolls</li></ul>
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## NAUTICAL GAMES

# 8 OTHER GAMES

[8.01 Hikes](#)

[8.02 Triathlon](#)

[8.03 Watersports Day](#)

[8.04 Programme Themes](#)

[8.05 Blue Ribbon](#)

[8.06 Balloon Volleyball](#)

[8.07 Obstacle Course](#)

[8.08 Newspaper Catch](#)

[8.09 Oar Wrestling](#)

[8.10 Spacehopper Race](#)

[8.11 Slipway](#)



## NAUTICAL GAMES

# 8.01 HIKES

**Skills:** Miscellaneous

**Aim of the game:**

Make a trip by boat using a nautical chart and spend one night in the boat.

**Rules of the game:**

- Fix a starting point and finishing point on the nautical chart, as well as various points through which you have to pass and follow some instructions.
- Make a logbook of the trip and provide some instructions to put in the logbook.
- Examples of instructions:
  - Make a description of your boat in the logbook
  - Describe the weather conditions
  - Make a weather forecast
  - Sketch the horizon
  - Make a one-pan meal

**Variation:**

- Depending on the players, make the trip longer or give more difficult instructions, for example: make a complete meal.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 1 day Game: 1 or more days</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Boats</li><li>• Nautical charts and instructions</li><li>• Logbooks</li><li>• Food</li><li>• Cooking gear</li><li>• Sleeping gear</li></ul>
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# NAUTICAL GAMES

## Go Hiking

The ultimate adventure for a Sea Scout is to go hiking, in other words go on a long voyage by boat. This is exciting, because the crew goes out on its own. The members receive a number of unknown assignments to do. Simply being away from the routine in the camp, getting back dead-tired and having a "Captain's dinner" waiting when you come back makes the hike a highlight. Of course, this is enriched with the stories that only your crew can tell about the special moments and the situations that were risky, but that your crew managed to cope with. There is a lot to talk about.

Here are some hints about arrangements that have to be made before a crew sets off:

- Organise the hike during the last days of the camp. This gives the crew the chance to become close-knit first, and gives the staff the opportunity to train the members in some extra skills. The hike should also be the highlight of the camp.
- The more independent the crew is, the more it learns and experiences.
- The staff can meet the crew unexpectedly, for instance at a post where there is an assignment to do.
- Make sure that the description of the route is correct. Check it as carefully as possible. Any mishap can easily spoil the trip, and can occur due to closed waterways, low or high water, construction work or any other small misfortune.

### What do you have to organise?

1. A description of the route with a series of techniques: map and compass, crossings, situation description, photos, almanacs, etc.
2. Prepare assignments: nature surveys, sketches, objects to find, interviews to be made, etc.
3. Arrange overnight locations, depending on the crew's experience.
4. Pre-print logbook paper. Fixed items are easily filled in, and the book has a more professional appearance.



# NAUTICAL GAMES

## The Ship's Log

When you are on a hike, you should keep a logbook. Make sure that it is a log that you can use later on - not only as a souvenir, but also to help you plan your next hike.

It is not at all difficult, if you follow a few guidelines:

1. Start with the name and type of the boat, and the non-standard equipment. Then put the names of the crew, with the arranged tasks.
2. Start every day with the weather, and add changes during the day.
3. Register the distances sailed, the route and the time taken.
4. Mention all kinds of situations:
  - 10.00 hours: Passing the floating bridge after waiting 15 minutes
  - 11.00 hours: Stop in Big Hamlet for shopping. Carl lands in the stinging nettles.
  - 15.00 hours: Misread the heights of the freeway bridge and lost the dog vane.
5. Register when and where you stopped to rest and camp.
6. Make drawings, collect tickets from bridges and locks, postcards from stopping places, recordings of specific sounds, etc.

In this way you will have a useful tool, as well as a material for a story in the local newspaper or on a website.

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## NAUTICAL GAMES

# 8.02 TRIATHLON

**Skills:** Rowing, Swimming, Towing a boat

**Aim of the game:**

Team-building.

**Rules of the game:**

- Swim 50m.
- Row 1km.
- Tow the boat 500m along the edge of a canal.

**Variation:**

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 14-17 years</p> <p><b>Place:</b> Quiet sailing water</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 2 hours</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Rowing boats</li><li>• Towing rope</li></ul>
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## NAUTICAL GAMES

# 8.03 WATERSPORTS DAY

**Skills:** Miscellaneous

**Aim of the game:**

Try out different watersports.

**Rules of the game:**

- Start the day by hoisting the flag and each crew presenting its yell.

Examples of activities:

- Relay races
  - Air mattress race (bring your crew to the other side of a canal, with one member at a time on the mattress and 2 members pushing)
  - Beam or plank race (use wood to transport your crew across the water)
  - Lifeline (throw the line to a member of your crew and pull him/her across the water)
  - Rafting in a one-person raft or a tub
  - Canoe slalom
  - Water basketball (score goals in a goalpost in the water)
  - Rowing slalom – under a line, backwards rowing, rowing an 8
  - Sailing race
- Close the activities by awarding medals.

**Variation:**

- Adapt according to different situations, age groups or the material available.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 1 hour Game: 1 day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Platform/stage for jury</li><li>• Scoreboard</li><li>• Medals</li><li>• Flag</li></ul>
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## NAUTICAL GAMES

# 8.04 PROGRAMME THEMES

**Skills:** Miscellaneous

**Aim of the game:**

Design programmes on special themes to enrich Sea Scouting's symbolic framework.

**Rules of the game:**

- Choose a theme (e.g. a famous explorer, an historical event, science fiction) and collect material from the library, newspapers, TV and the Internet.
- Present the theme to the group through a story or film.
- All group members are involved in the preparations.
- Start by preparing the decors, costumes and decorations for the boats and crew.
- Prepare instructions, activities and meals linked to the theme.
- End the programme with an exhibition, newsletter or show to present the results to parents or the general public.

**Variation:**

<p><b>Number of players:</b> The whole Scout group</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 1 day Game: more than one day, or a camp</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Costumes</li><li>• Decorations</li><li>• Story or film</li><li>• Instruction sheets</li><li>• Activity handouts</li></ul>
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## NAUTICAL GAMES

# 8.05 BLUE RIBBON

**Skills:** Miscellaneous

### **Aim of the game:**

Develop specialised skills and work as a team to achieve results and present them to others.

### **Rules of the game:**

- This is a special outdoor challenge for Venture Scouts and Rovers to encourage them to work together and develop their autonomy.
- If a crew wants to work towards obtaining the blue ribbon, it has to develop a plan with its leader, make agreements with other crews and obtain support from specialised instructors.
- The activities and progress are continually monitored over a period of 6-8 months.
- The crew needs to acquire the skills of sailing, first aid and safety management.
- 5 crew members have to learn rowing commands.
- 4 crew members need to acquire proficiency badges in canoeing, rowing and sailing.
- The crew has to do all their boat's maintenance in summer and winter.
- The crew makes a 24 hour expedition, including an overnight stay in its boat or tent.
- A report is made on the expedition, including a nautical chart, compass bearings and scientific data.
- Upon completion of the programme, there is a special ceremony and a member of the National Admiralty awards the blue ribbon to the crew.

### **Variation:**

- Vary the requirements.





# NAUTICAL GAMES

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 1-17 years</p> <p><b>Place:</b> Various</p> <p><b>Duration:</b> Preparation: 1 day Game: 6-8 months</p>	<p><b>Materials:</b></p>
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## NAUTICAL GAMES

# 8.06 BALLOON VOLLEYBALL

**Skills:** Co-operation

**Aim of the game:**

Team-building

**Rules of the game:**

- Fill balloons with water.
- Set up a sail as a net so that the 2 teams cannot see over it.
- The crews take turns throwing the balloons over the sail and the other crews try to catch them.
- Each balloon caught is worth a point.

**Variation:**

- Use another kind of ball.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 10 minutes Game: 40 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Balloons</li><li>• Sail</li></ul>
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## NAUTICAL GAMES

# 8.07 OBSTACLE COURSE

**Skills:** Miscellaneous

**Aim of the game:**

Create an obstacle course at the waterside using pioneering techniques.

**Rules of the game:**

- Make obstacles using pioneering and set them up on the waterside, e.g.:
  - Swinging rope (in the water)
  - Slide (in the water)
  - Rope bridge
  - Car tyres (to swim through)
  - Bridge with an air mattress or plank (in the water)
  - Balance beam (over the water)

**Variation:**

- Make a relay race.

<p><b>Number of players:</b> 2 or more crews</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Shore</p> <p><b>Duration:</b> Preparation: 1 hour Game: half a day</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Pioneering wood</li><li>• Ropes</li><li>• Tyres</li><li>• Air mattress</li><li>• Plank or beam</li></ul>
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## NAUTICAL GAMES

# 8.08 NEWSPAPER CATCH

**Skills:** Parts of Boats and Rigging

**Aim of the game:**

Learn nautical terms.

**Rules of the game:**

- The players sit in a circle.
- The catcher stands in the middle of the circle, holding a rolled newspaper.
- Each player chooses a nautical term and introduces him/herself as this term, explaining its meaning to the rest of the players.
- The leader calls a nautical term.
- The catcher tries to catch the corresponding player, but he/she calls another nautical term as quickly as possible to avoid being caught.

**Variation:**

- Ideas for different situations, age groups or material

<p><b>Number of players:</b> 4 or more</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Newspaper</li></ul>
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## NAUTICAL GAMES

# 8.09 OAR WRESTLING

**Skills:** Miscellaneous

**Aim of the game:**

Improve dexterity.

**Rules of the game:**

- Make a circle 6-8 metres in diameter.
- 2 players sit in the circle.
- Both players take the oar, holding the end of the oar in their right hands and keeping their left hands at shoulder height.
- Each player tries to push the other one out of the circle.
- Make sure that you don't let go with your right hand, otherwise you'll lose the game.

**Variation:**

<p><b>Number of players:</b> 4 or more</p> <p><b>Age range:</b> 10-17 years</p> <p><b>Place:</b> Indoors</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 30 minutes</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 1 oar</li></ul>
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## NAUTICAL GAMES

# 8.10 SPACEHOPPER RACE

**Skills:** Miscellaneous

**Aim of the game:**

Develop stamina and team-building.

**Rules of the game:**

- Make an obstacle course to be used with a "spacehopper".
- Do a relay race.

**Variation:**

- Blindfold some players.
- Other players who are not blindfolded give directions using nautical terms, e.g. north, south, east, west.

<p><b>Number of players:</b> 2 or more</p> <p><b>Age range:</b> 7-10 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 5 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• Spacehoppers – or alternative “vehicles”</li></ul>
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## NAUTICAL GAMES

# 8.11 SLIPWAY

**Skills:** Miscellaneous

**Aim of the game:**

Race over a slipway.

**Rules of the game:**

- Make a slipway using board, cling film and green soap.
- Each crew races over the slipway carrying cups of water to fill a bucket of water on the other side.

**Variation:**

- Wear costumes.

<p><b>Number of players:</b> 1 or more crews</p> <p><b>Age range:</b> 7-17 years</p> <p><b>Place:</b> Playground</p> <p><b>Duration:</b> Preparation: 15 minutes Game: 1 hour</p>	<p><b>Materials:</b></p> <ul style="list-style-type: none"><li>• 10kg green soap</li><li>• Board 2m wide, 5m long</li><li>• 100 plastic cups</li><li>• Cling film</li><li>• 1 stopwatch</li></ul>
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